

KANTO: THE INDIGO LEAGUE

A POKEMON 5E CAMPAIGN

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IDEAS/CONCERNS/QUESTIONS?

Join our Subreddit (<https://reddit.com/r/Pokémon5e>) or Discord! (<https://discord.gg/DA9gQAa>)

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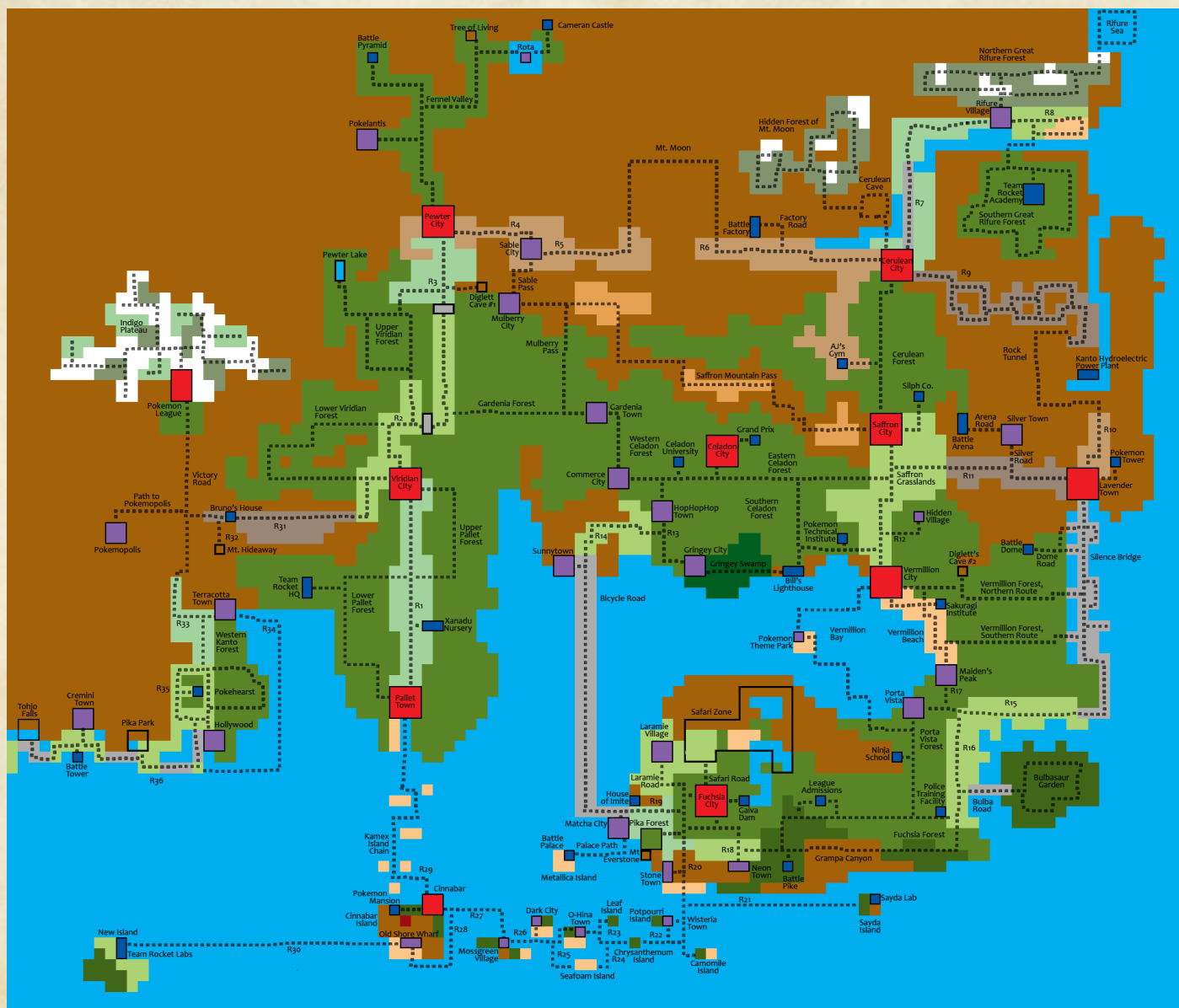
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KANTO MAP



INTRODUCTION

This book is written for the Dungeon Master. It contains a complete Pokemon 5E adventure, as well as descriptions for every location, item, and NPC that appears in the adventure. It also introduces the Pokemon World and it teaches you how to run a Pokemon 5E game.

All of the resources needed to run this campaign can be found on the Pokemon 5E subreddit: r/Pokemon5e, including the Pokemon 5E Manual and Gen I-V Monster Manuals. If you have never been a Dungeon Master, checking out the Dungeon & Dragons *Dungeon Master Guide* would be a great starting place.

RUNNING THE ADVENTURE

Kanto: The Indigo League is an adventure for 3-4 characters of 1st level. During the course of the adventure the characters will advance to the 20th level. The adventure is set in Pallet Town, a small tourist town in the Kanto Region. The Kanto Region is the first of a growing number of regions in the Pokemon World. You don't need to be a Pokemon expert to run this adventure; everything you need to know about the setting is contained in this book.

The 'Overview' section describes how the adventure is expected to run and gives you a broad sense of what the player characters should be doing at any given time.

GLOSSARY

- **Characters.** This term refers to the adventurers run by the players. They are the protagonists in any D&D adventure. A group of characters or adventurers is called a party.
- **Nonplayer Characters (NPCs).** This term refers to characters run by the DM. How a NPC behaves is dictated by the adventure and by the DM.
- **Boxed Text.** At various places, the adventure presents descriptive text that's meant to be read or paraphrased aloud to players. This read-aloud text is offset in boxes. Boxed text is most commonly used to describe rooms or present bits of scripted dialogue.
- **Stat Block.** Any Pokemon or NPC that is likely to be involved in combat requires game statistics so that the DM can run it effectively. These statistics are presented in a format called a statistics block, or stat block. You'll find the stat blocks needed for each chapter within their respective chapters.

ABBREVIATIONS

- DC = Difficulty Class
- AC = Armor Class
- SR = Species Rating
- HP = Hit Points
- PP = Power Points
- ₧ = Poke Dollar

IMPROVISING ABILITY CHECKS

The adventure often tells you what ability checks characters might try in a certain situation and the DC of those checks. Sometimes, adventurers try things that the adventure can't possibly anticipate. It's up to you to decide whether their attempts are successful. If it seems like anyone should have an easy time doing it, don't ask for an ability check; just tell the player what happens. Likewise, if there's no way anyone could accomplish this task, just tell the player it doesn't work. Otherwise, answer these three simple questions:

- What kind of ability check?
- How hard is it?
- What's the result?

In the Pokemon Universe there are a number of ability checks that could come up that aren't a part of the standard D&D experience. The most notable of these is using a Pokemon's skills outside of battle. For some DM's it may be worth creating a new ability called *PokePower* that covers using a Pokemon's skills and abilities outside of battle. Again, this is up to the DM's discretion.

It is also important to determine the difficulty of the task. The easiest way to set a DC is to decide whether the task's difficulty is easy (DC 10), moderate (DC 15), or hard (DC 20).

OVERVIEW

Kanto: The Indigo League is divided into fourteen parts. In part 1, "The Adventure Begins," the adventurers begin in Pallet Town and receive their starter Pokemon from Professor Oak. After receiving their starter Pokemon, they meet their rivals, Gary and his crew, who challenge them to a Pokemon battle. After the battle, Gary lets slip that he's heading north to battle gym leaders so that he can become a Pokemon Champion. As the adventurers leave Pallet Town, Professor Oak's Aid runs up and warns them that there have been whispers that Team Rocket has been more active in the region lately. In Viridian City, the adventurers encounter a member of Team Rocket when they find out that the Viridian City Gym is currently closed. After the battle, the adventurers make their way to Pewter City to battle Brock, the first available gym leader.

In part 2, "The Journey through Mt Moon," the adventurers leave Pewter City having had the option to battle Brock. Since there are 12 gyms in Kanto, only 8 of them are required to enter the Indigo Plateau. Heading east, the adventurers will come to Sable City which is currently overrun by Team Rocket. They are using Sable City as a staging area for their Mt Moon operation. In order for the adventurers to have access to the Battle Center, they must free the Clefairy from Team Rocket that are trapped in Mt Moon. Once successfully making it through Mt Moon, the adventurers will travel to Cerulean City where they will encounter the next gym, a water-type gym.

As more parts are released, this section will be updated.

ADVENTURE HOOK

You can let players invent their own reasons for receiving Pokemon, or you can use the following adventure hook. The backgrounds and secondary goals on the character sheets also provide characters with motivations for beginning their Pokemon journey.

The Pokemon Journey. The characters are in the city of Pallet Town when the region's professor, Professor Oak, contacts their mothers to remind them that the yearly Pokemon Journey Send Off is taking place the following morning. This has been a dream of all of the characters so they quickly gather the essentials and prepare for the next morning.

BEGINNING THE SESSION

DMs should have the players create level 1 trainers with a Pokedex, selecting a specialization and Starter Pokemon with a Nature of their choice. There are three options for choosing a starter Pokemon that are detailed later on in this campaign book. The players will be given their Starter by Professor Oak, so it should not be woven into any of the players backstories. Encourage players to think up interesting characteristics about their trainers. There can be several goals that characters try to achieve: collecting all of the Pokemon, defeating 8 gym leaders and entering the Indigo Plateau, and defeating Team Rocket.

TRAVELING

Time spent travelling can be decided by the DM. Distances between cities are provided at the beginning of each location. However, there are several mechanisms that can help with determining the length of time in game hours it takes to get from one place to the next.

- Walking - 2 miles/hour or 3 km/hour
- Running - 3 miles/hour or 5 km/hour
- Bicycling - 5 miles/hour or 8 km/hour
- Ferry - 80 miles/hour or 130 km/hour
- Train - 100 miles/hour or 160 km/hour
- Transport Pokemon
 - Flying - 30 miles/hour or 48 km/hour
 - Surfing - 25 miles/hour or 40 km/hour
 - Riding - 20 miles/hour or 32 km/hour

WALKING AND RUNNING

At the beginning of the adventure trainers can walk or run. Walking will not tire out the trainer, but running will. Depending on the trainer's backstory, running will tire out the trainer at different levels. For example, if the trainer never exercises and sits around all day eating chocolate while playing the latest video game, that trainer will tire out more quickly than a trainer who does exercise, etc. Deciding how that factors into the game, however, is completely up to the will of the DM.

BICYCLING

A bicycle is not able to be purchased until Cerulean City. It is an optional key item that may be purchased with a Bike Voucher. The Voucher can be obtained in Vermillion City by the chairman of the Pokemon Fan Club. Bicycles cannot be ridden in tall grass, swampy areas, or in the snow.

FERRY

There are several notable Ferries in the Kanto Region. The one from Pallet Town to Cinnibar can only be ridden if the trainer has ₱10,000. The other ferry goes from Stone Town to Cinnibar. For the trainer to ride on this ferry, they must have defeated at least 6 gyms.

TRAIN

During the Kanto Saga, the Magnet Train is under construction. When Johto is released, there will be a train linking Saffron City to Goldenrod City with a few stops along the way. A Train Ticket is needed to ride the train.

TRANSPORT POKEMON

Pokemon can be used for transport as is often the case in the video games and can be seen in the anime as well. In order for a Pokemon to be used as transport they must meet certain criteria.

Saddles are required items that may be purchased. They will make the trainer more comfortable when riding. It will take the Pokemon some time to get used to wearing a saddle. After a Pokemon becomes comfortable wearing a saddle, their loyalty increase +1. Saddles can be purchased in different PokeMarts throughout the region.

TRANSPORT POKEMON FORM REQUIREMENTS

Form	Size	Req Move	Items
Flying	Medium +	Fly	Riding Goggles
Surfing	Large +	Surf	Sunscreen
Diving	Medium +	Dive	Diving Suit
Riding	Large +	Agility	Windbreaker

HIDDEN LOCATIONS TABLE

For added spice, here is a d20roll table of addable locations as a bonus find for particularly inquisitive adventurers that deserve a reward every now and then.

HIDDEN LOCATIONS

d20	Location	How to Find
1	Hidden Grotto	Fairy, Psychic
2	Treehouse	Grass, Flying, Bug
3	Lava Cave	Fire, Rock, Ground
4	Cemetery	Ghost, Dark
5	Ice Cave	Ice, Rock
6	Mountaintop Observatory	Flying, Ghost
7	Abandoned Factory	Electric, Steel, Poison
8	Shipwreck	Water, Fighting
9	Satellite/Meteor Crash	Extra-Terrestrial
10	Black Market Tent	Any Type
11	Abandoned Mine	Rock, Steel
12	Abandoned Greenhouse	Grass, Poison, Bug
13	Hidden Tomb	Psychic, Ghost, Ground
14	Hidden Lake/Waterfall	Water, Dragon
15	Abandoned Dojo	Fighting, Psychic
16	Abandoned Church	Dragon, Fairy, Dark
17	Thunderstorm	Flying, Electric, Water
18	Volcanic Glacier	Fire, Ice
19	Abandoned Laboratory	Fossil, Artificial
20	Secret Cottage	Any Type

TIPS FOR RUNNING A 3-4 PERSON CAMPAIGN

If running a 3-4 person campaign, a few things should be noted. The biggest challenge will be evening out encounters. Look at the roll tables for the wild encounters and either adapt them as needed or have your players roll 1-4 d100's depending on how many Pokemon you want them to encounter.

A good rule of thumb is to match the wild encounter level with the Trainer's Pokemon levels. The same set up could be said for gym leaders and trainer encounters.

The D&D campaign set up guides will also be very helpful when attempting to run a 3-4 person campaign using this campaign guide.

WILD ENCOUNTERS

There are many ways to approach wild encounters. Each route and wild place in this campaign has a roll table associated with it to help create wild encounters. These roll tables have columns based on the SR of the Pokemon. Stat blocks for the Pokémon within each encounter can be found in the Pokémon Monster Manual unless otherwise stated. The two most appropriate for this game are as follows:

METHOD 1

As the DM, have a pre-selected number of encounter you want your trainer to endure. Have the trainer roll a d100 on the encounter table provided in each section for each of those encounters.

METHOD 2

As the DM, allow your trainer to encounter as many or as few wild Pokemon as they see fit. Have the trainer roll a d100 for the encounter table provided in each section every time he or she wants to battle a wild Pokemon.

METHOD 3

As the DM, provide your trainer with the option of exploring different parts of the route. Ask the trainer if they want to walk on the path (avoiding encounter), walk in the grass, or explore the trees. There will be generalized random encounters depending on the terrain available shortly.

WILD POKEMON DEFENSE

Pokemon can be in the wild for any reason, to better create wild encounters here is a roll table to help lay the scene.

d12 Location

- 1 Defending territory or an item
- 2 Running from a trainer or Team Rocket
- 3 Protecting a fellow Pokemon
- 4 Playing with a Pokemon
- 5 Stealing an item
- 6 Sneaking up behind a trainer/Pokemon
- 7 Hiding behind an object
- 8 Attacking another wild Pokemon
- 9 Reaching for a high up object
- 10 Helping a trainer/Pokemon in need
- 11 Escaping from a cage
- 12 Blowing bubbles, singing, or laughing

WILD HELD ITEMS AND PICKING UP ITEMS

Every so often a wild Pokemon may be found with a held item when caught OR a Pokemon in a trainer's party will pick up an item. In both instances, use the d50 table below.

WILD HELD ITEM

If a trainer catches a Pokemon and they want to know if that Pokemon is holding an item, have them roll a d12. On a successful roll of a 10+, have them roll a d50 on the table below to see which item the Pokemon is holding.

PICKING UP ITEMS

Once per day, a Pokemon in the trainer's party that has the ability Pickup, can roll a d20. If the trainer successfully rolls a 15+, have them roll a d50 on the table below.

d50	Item	d50	Item
1	Berry Juice	26	Razz Berry
2	Potion	27	Air Balloon
3	Soda Pop	28	Charcoal
4	MooMoo Milk	29	Lucky Egg
5	Energy Drink	30	Magnet
6	Energy Root	31	Miracle Seed
7	Heal Powder	32	Mystic Water
8	Revival Herb	33	NeverMelt Ice
9	Sacred Ash	34	Poison Barb
10	Lava Cookie	35	Polkadot Bow
11	Candy Bar	36	Sharp Beak
12	Fresh Water	37	Shell Bell
13	Lemonade	38	Silver Powder
14	Pokeball	39	Smoke Ball
15	Great Ball	40	Quick Claw
16	Cheri Berry	41	Iron
17	Chesto Berry	42	Calcium
18	Pecha Berry	43	Zinc
19	Rawst Berry	44	Carbos
20	Aspear Berry	45	Protein
21	Leppa Berry	46	PP Up
22	Oran Berry	47	HP Up
23	Lum Berry	48	Super Potion
24	Persim Berry	49	Ultra Potion
25	Sitrus Berry	50	Honey

SHINY RATE

If a trainer wants to go shiny hunting or know if the wild Pokemon is a shiny, have them roll a d100. On a successful d100 the wild Pokemon is shiny.

WHAT'S IN EVERY TOWN

In every town there are a few locations that can be expected.

POKEMON CENTER

Pokemon Centers are a type of building that provides regulatory services for Pokémon Trainers. Pokémon Centers are found in most towns and cities of the Pokémon world; every major city or town holds a Pokémon Center. Some Pokémon Centers can be found outside of towns next to large forests or caves. Pokémon Centers are built where many Trainers gather and the area becomes popular. This is to accommodate those Trainers in need and serve as a resting spot. The most common service the Pokémon Center offers is healing Pokémon free of charge.

Trainers can find a PC in every Pokemon Center that will allow them to transfer Pokemon to and from their team.

POKE MART

PokeMarts are a convenience store that sells supplies necessary for Pokémon training. All Poké Marts will sell standard adventure supplies (such as HP and status restaurants and Poké Balls), but some stores will also sell special items that are often unique to the store (such as Net Balls in Blackthorn City and Quick Balls in Lavender Town). Poké Marts will also buy many items from customers, usually at half their normal sale price.

POLICE STATION

Police stations are generally small buildings that station an Officer Jenny. You can report crimes to Officer Jenny. She may give tips on where recent Team Rocket Activity has occurred.

TRAINER HOSTEL

Trainer hostel's cost ₱50 for one stay. They are a place for trainers to rest. They can also be used to speed up time from a DM POV. Hostels have individual rooms, but also have a common space that is usually accompanied by hammocks, a juke box, a bar, and a swimming pool.

A stay at a hostel will provide the same advantages of a long rest. It will also add a +1 to attack bonus during the next battle.

KANTO SPECIFIC ITEMS

Item	Description	Cost
Riding Goggles	Allows wearer to ride flying Pokemon	₱1500
Sunscreen	Allows wearer to ride surfing Pokemon	₱500
Diving Suit	Allows wearer to ride diving Pokemon	₱1500
Windbreaker	Allows wearer to ride riding Pokemon	₱1000
Saddle	Improves Pokemon loyalty by +1 after 5 riding sessions each on different days	₱2500
Coffee	Revives 4 HP	\$100
Egg Lotion	Increases egg hatching time by 1d12 per day/session. Can only be purchased at Breeding Centers.	\$100
Kit, Mining	Includes pickaxe, shovel, hammer, chisel, pan, hard hat, 30ft of rope, and 2 walkie-talkies. It's everything needed to mine for rare stones, fossils, and hidden items. Add your proficiency modifier to related checks.	₱1000

TRAINING POKEMON

STATUS EFFECT CHANGES

Pokemon through training can be immune to status effect changes. To gain immunity to status effect changes, a players Pokemon must successfully defeat 5 Pokemon from that location without using any items. So if a player wants their Sandshrew to be immune to poisoning, they must successfully defeat 5 Pokemon that know poison-causing moves from Sayda Labs or Professor Oak's Laboratory.

Sayda Labs and Professor Oak's Laboratory at Trainer LVL 6 will train Pokemon to be immune to status effect changes such as Poison, Paralyze, Burn, Sleep, Frozen, Confuse, Infatuate, Blinded, and skill changes in battle to STR, DEX, CON, INT, WIS, and CHA.

TECHNICAL MOVES

The Pokemon Technical Institute outside of Vermillion City can be used to train Pokemon who have learned a Technical Machine. By training at the Technical Institute, Pokemon receive a +1 attack damage for the move they trained to become proficient. Proficiency of a move requires that Pokemon successfully lands that move 3 times in a row. Pokemon receive a +2 attack damage for the move they trained to master. Mastery of a move requires that Pokemon successfully lands that move 5 times in a row. The moves may occur against multiple different Pokemon, but if the player's Pokemon fails to land the move, than the count begins again.

RESISTANCES & IMMUNITIES

Aside from wild encounters, trainer battles, and gym battles, players can opt to train their Pokemon at Training Halls. These are buildings specifically designed for training your Pokemon to gain a resistance or immunity to a specific type of Pokemon. Training Halls can only train one of your Pokemon at a time. Likewise, a Pokemon can only be immune to a maximum of two Pokemon types. Therefore if a Pokemon is training for a third immunity, they must give up one of their other two immunities.

To gain resistance to a specific type, a players Pokemon must successfully defeat 3 Pokemon from that Training Hall without using any items. If a player wants their Sandshrew to be resistant to Water-type attacks, they must successfully defeat 3 Pokemon from the Water-Type Training Hall.

To gain immunity to a specific type, a players Pokemon must successfully defeat 5 Pokemon from that Training Hall without using any items. If a player wants their Sandshrew to be immune to Water-type attacks, they must successfully defeat 5 Pokemon from the Water-Type Training Hall. Training Halls are located throughout the Kanto Region. Here are their general locations:

Type	Location	Type	Location
Bug	Pallet Town	Grass	Celadon City
Dark	Maiden's Peak	Ground	Viridian City
Dragon	Pokemon League	Ice	Rifure Village
Electric	Vermillion City	Normal	Laramie Town
Fairy	Hidden Village	Poison	Fuchsia City
Fighting	Bruno's House	Psychic	Saffron City
Fire	Cinnabar	Rock	Pewter City
Flying	Sunnytown	Steel	Gringey City
Ghost	Lavender Town	Water	Cerulean City

GYM BATTLE'S

There are 12 possible gym battles in the Kanto Region. All of them are **optional**; however, 8 must be defeated in order to enter the Pokemon League. Trainer's may battle all 12 gyms if they so choose. Trainer's may also battle the gym leaders without battling them for the gym badge, but the trainer must specify that they are doing so. Upon successfully beating a gym leader, the trainer will receive a the gym badge, a cash reward, and an item/TM. That information is specified in the Gym Supplement.

For more information on Gym Leaders check out the Gym Leader Supplement.

TRAINER BATTLE'S

Throughout the region, it is inevitable to encounter trainers that want to battle. While all trainers are optional to battle, it is encouraged to battle them as they are the main source for PokeDollars and a great source for experience. Due to the nature of the Kanto Region, a Trainer supplement has been created specifically for encountering trainers. This supplement details each trainer that can be battled. The Trainer Supplement provides a roll table, a description of the types of trainers, the trainers specialization, and the Pokemon that each encounterable trainer is likely to have.

THE POKEMON LEAGUE

The Pokemon League can be challenged in two ways: The Elite Four and the Indigo League Tournament. Neither may be attempted until the trainer has beaten 8 Gym Leaders.

THE ELITE FOUR + CHAMPION

The Elite Four are a group of Pokemon Masters who guard the title of Pokemon Champion. The trainer must battle all four masters without resting. Trainers are allowed to heal Pokemon between battles but only with items in the Trainer's bag. Once the Elite Four have been defeated, the trainer will then battle the Pokemon Champion. If the Champion is defeated, the trainer will be crowned the new Pokemon Champion and will receive a cash reward and title of Pokemon Champion. Several new locations will become available upon defeating the previous Pokemon Champion.

INDIGO LEAGUE TOURNAMENT

The Indigo League Tournament is a tournament held at the Indigo Plateau. It features 8 rounds of battle. Each round takes place on a randomized field that has a unique effect added onto it. Trainers are allowed to rest and heal their Pokemon between each round. However, they may only choose 3 Pokemon for each round of battle. They may switch out Pokemon between battles. Trainer's will not know who their competitor is until battle begins. Upon successfully making it through each of the 8 rounds, the Trainer will receive a cash reward, title of Indigo League Champion, and access to several hidden areas.

PART 1: THE JOURNEY BEGINS

PLOT LINE

In Part 1, the trainer(s) should make their way to Pewter City, where the first gym leader is located. The most important thing to begin with, however, is selecting a starter Pokémon. This process can be found on page 10. The trainer(s) will also meet their rival, Gary/Blue. He will be popping up every so often throughout the campaign.

Throughout Part 1, the trainer(s) will travel from Pallet Town to Viridian City to Pewter City. Between those cities, trainer's will travel along Route 1, 2, and 3, as well as through the Viridian Forest. There are a number of 'hidden' locations throughout the campaign. To access these 'hidden' locations check out Appendix A: Unlocking Hidden Environments.

There are four main challenges that the trainer(s) will face in Part 1: Battling their rival, meeting Team Rocket, exploring Viridian Forest, and battling Brock, the first leader. While meeting Team Rocket and battling Brock are technically optional, both are encouraged for deepened exploration in the region. Battling their rival and exploring Viridian Forest are both required in order to advance through the story.

Viridian Forest and Brock's Gym should be seen as traditional dungeons. Route's 1, 2, and 3 should be seen as traveling through wild lands. There are also opportunities for the trainer(s) to capture several different shiny Pokémon. Likewise, if the trainer(s) access Pewter Lake they will have an opportunity to obtain a Dratini.

BEGINNING THE ADVENTURE

To begin the adventure, the trainer should receive some sort of wake up from either their parent(s) or alarm clock. This could be a birthday cake celebration, a noisy alarm clock, waking up late and the parent is checking in on them, etc. Think about your player's backstories and what would work best. Eventually they need to end up at Oak's Laboratory to receive their starting Pokémon.

The stone steps up to Oak's lab are steep and numerous. You lose count after 157, but as you catch your breath and finally reach the top, the open doors and constant hum of computers welcomes you inside. Arranged on the walls on either side of you are cabinets full of beakers, test tubes, microscopes and other laboratory equipment, book cases full of thick encyclopedias, and huge consoles with black screens and flashing panels. Neatly arranged on the black and white tile floor are wide desks where Oak's assistants work diligently on science experiments, pour over the pages of large manuals, or mindlessly read text from the computer screens that you cannot comprehend. On the far end of the lab, a tall, grey-haired man in a white coat studies over a table arranged with a collection of Pokéballs - the famous Professor Oak.

ROLEPLAYING PROFESSOR OAK

Professor Oak is an eccentric man in his mid-50s who has dedicated his life to the study of Pokémon. He is very excited about the creatures and is eager to learn anything and everything he can about them. The Professor is extremely intelligent - so much so that his speech is often quick and full of big words that may go over the head of the trainers. Even so, he is kind-hearted and slow to anger, unless someone is interrupting his precious Soap Opera-watching time.

Oak thanks the trainers for being willing to help him, and offers them each a Pokedex, 5 Pokeballs, and an Explorer's Pack. He has only one request:

- He has heard rumors that many new Pokémon have been seen migrating to Kanto. He requests that you catch and record as many of these Pokémon into your Pokédex so that he may research their migrating patterns.

As the player(s) leave Oak's lab, their mom is waiting right outside to see them off. She gives them a potion, P3000, a region map, and enough snacks to get them through to Viridian City. Oak reminds them to take Route 1 to Viridian City, and that wild Pokémon can be found in the tall grass or in the trees off the path, so they should be careful to stay away from those areas if things get rough. There is a Pokémon Center in Pallet Town that they can always return to if their Pokémon faints, and another one once they reach Viridian City.



CHOOSING A STARTER POKEMON

There are three ways in which a player can choose their starter Pokemon.

OPTION 1: TRADITIONAL STARTERS

With option 1, player's can choose between the 5 traditional starters that are available in the video games and in the anime.

Type	Starter Pokemon
Fire	Charmander
Water	Squirtle
Grass	Bulbasaur
Electric	Pikachu
Normal	Eevee

OPTION 2: TYPE CHOICE - d20

With option 2, player's roll a d20 to choose which type they must select their starter Pokemon .

d20	Type Choice	d20	Type Choice
1	Bug	11	Grass
2	Dark	12	Ground
3	Dragon	13	Ice
4	Electric	14	Normal
5	Fairy	15	Poison
6	Fighting	16	Psychic
7	Fire	17	Rock
8	Flying	18	Steel
9	Ghost	19	Water
10	Player's Choice	20	Player's Choice

OPTION 3: d100 TABLE

With option 3, player's roll a d100 to choose which Pokemon they will use as their starter Pokemon. All Pokemon in this table originated from the Kanto region (Gen 1).

d100	Pokemon	d100	Pokemon	d100	Pokemon	d100	Pokemon	d100	Pokemon
1-2	Rattata	21-22	Gastly	41-42	Magnemite	61-62	Krabby	81-82	Exeggcute
3-4	Pidgey	23-24	Mankey	43-44	Horsea	63-64	Meowth	83-84	Growlithe
5-6	Oddish	25-26	Koffing	45-46	Psyduck	65-66	Staryu	85-86	Poliwag
7-8	Ekans	27-28	Cubone	47-48	Diglett	67-68	Vulpix	87-88	Bulbasaur
9-10	Zubat	29-30	Goldeen	49-50	Player's Choice	69-70	Shellder	89-90	Charmander
11-12	Spearow	31-32	Geodude	51-52	Nidoran ♀	71-72	Bellsprout	91-92	Squirtle
13-14	Caterpie	33-34	Paras	53-54	Nidoran ♂	73-74	Venonat	93-94	Eevee
15-16	Weedle	35-36	Sandshrew	55-56	Voltorb	75-76	Seel	95-96	Pikachu
17-18	Magikarp	37-38	Ponyta	57-58	Drowzee	77-78	Machop	97-98	Dratini
19-20	Abra	39-40	Grimer	59-60	Doduo	79-80	Slowpoke	99-100	Player's Choice

CHAPTER 1: PALLET TOWN

TOWN DESCRIPTION

Pallet Town is a small and peaceful town not far from the sea. It is most well known for being the location of Professor Oak's lab, perched on top of the tallest hill. However, there are also a lot of other interesting buildings for all types of trainers such as the Bug Training Hall. Trainers can head out into Pallet forest up to Viridian City or if properly equipped it is possible to access the sea from the town.

NOTABLE LOCATIONS

POKEMON CENTER, POLICE STATION, TRAINER HOSTEL

OAK'S LABORATORY

In the southeast corner of town is Professor Oak's Lab. Here, Pokémon Trainers just beginning their quest are given the choice to receive either a Bulbasaur, Charmander, or Squirtle from Professor Oak. On the occasion that Professor Oak is out of the previously listed Pokémon, he has been seen to hand out Pikachu and Eevee.

NPC Interactions. Here you will most likely come into contact with Professor Oak and his Aid. Every so often a random trainer will pop in asking Oak about their Pokémon he is watching for them. Professor Oak will only give encouragement and may push the trainer to start on their Pokémon journey. He won't say much else other than give pointers towards catching Pokémon. Professor Oak's Aid will give useful information as to which Pokémon are weak or strong against others. She may also provide random information about which Pokémon that are currently staying in Oak's Corral.

TRAINER'S HOUSE

This house is where the trainer lives before beginning their journey. The trainer's Mom lives here. The player's bedroom has a PC, a bed, and a TV with an SNES hooked up to it. It serves no other purpose, although the PC can be used to access the player's item storage, where a single Potion can be found and withdrawn from at the start of the game.

NPC Interaction. Delia can be found here most of the day with Mr. Mime who will be cleaning or tending to the garden. Delia is the trainer's mom. She is full of encouragement and will heal the trainers Pokémon upon request. "I always knew you'd leave me some day." Is something she is likely to say to the trainer. Has a Mr. Mime to keep her company around the house. On either side of the trainer's house are their neighbor's: Mr. Tango & Ms. Owens. Mr. Tango can be heard muttering to himself on his porch about young whipper snappers. Ms. Owens is a kind old woman who always has a story that starts with "Back when I was your age..."

GARY'S HOUSE

This is Gary's house, there is not much to see here. He is your rival, that's about it. **NPC Interaction.** Gary may be seen playing outside his home. His mom is usually inside read. He is somewhat of a bratty 10 year old who is often seen being followed by a group of cheerleaders that follow him around. While he is arrogant, he is quite skilled at Pokémon training and battling.

PALLET TOWN HARBOR

The harbor is a bustling place full of tourists. It has a beach for seasonal tourists, an airport for sea planes, and a dock for boats going to and coming from Cinnibar. The cost of a boat ride to Cinnibar is ₱10,000.

NPC Interaction. Mr. Garrison is the Mayor of Pallet Town and can usually be found checking out the business hub of the town which is located at the harbor. He doesn't listen to anything you say and just laughs while saying 'Yes, yes' with a jolly attitude.

PALLET PUBLIC BEACH

The public beach is currently closed. It will be available to the player when they have successfully defeated 8 gym leaders. When the beach is opened, tourists and trainers can be seen lounging in the sand, snacking under umbrella's, or surfing the waves with their favorite Pokémon.

NPC Interaction. The trainer can run into tourists and townsfolk at the beach. If the trainer runs into a random tourist, they will certainly be talking about an amenity they wish was in Pallet Town that isn't. Examples: hotel, spa, game center, etc. For townsfolk, they will complain about how the tourists are ruining the once sleepy town.

WPOK RADIO STATION/POKEMART

The Radio Station and the PokéMart are run by Masae. The PokéMart in Pallet Town is a bare bones facility as Masae likes to focus her time on the Radio Station.

Item	Description	Cost
Potion	Restores 2d4 +2 HP	₱200
Pokeball	+0 to catching Pokemon	₱250

NPC Interaction. Masae can be found at the radio station since she owns it and the attached PokéMart. She likes listening to Rock and Roll and any music that incorporates Pokémon noises into it.

OAK CORRAL

The Oak Corral is a natural environment for Pokémon development. It is divided into regions according to type; there are areas that are perfect for Rock-type Pokémon, desert areas for Ground and Fire types, grassy regions, and several lakes.

NPC Interaction. If the trainer(s) gets permission from Professor Oak to explore the Oak Corral (needs a 15+ Persuasion), the trainer(s) will have the opportunity to see and interact with Pokémon that Professor Oak is taking care of. If the trainer's choose to battle any Pokémon under Professor Oak's care, he will strip them of their Trainer IDs.

IMPORTANT NPCs

Location	Description
Professor Oak	Lead researcher in the Kanto Region.
Professor Oak's Aid	Professor Oak's assistant.
Gary Oak/Blue	The adventurer's rival.
Delia	The adventurer's mom.
Potter	Assistant to Florinda Showers.
Masae	Owner of the WPOK Radio Station/PokeMart.
Mr. Garrison	Mayor of Pallet Town.
Mr. Tango	Neighbor to Delia.
Ms. Owens	Neighbor to Delia.

ENCOUNTERS IN PALLET TOWN

When the characters explore Pallet Town, you don't need to keep track of how much time is spent at each location. Instead, imagine that you're directing an anime series that's a mix of sci-fi and high fantasy set in an earth-like location. Your goal is to present several scenes in which the adventurers walk into a store, business, or someone's house and meet the people there. By interacting with these NPCs, the adventurers learn what the NPCs need or what information they want to share, then can move on to the next location. These scenes are a series of role playing encounters that take place over the course of a couple of days of game time.

1ST BATTLE/1ST RIVAL BATTLE - GARY OAK/BLUE.

Confrontation/Interaction. Before the trainer leaves for Route 1, they are intercepted by their rival, Gary. He is somewhat of a bratty 10 year old who is often seen being followed by a group of cheerleaders. While he is arrogant, he is quite skilled at Pokemon battling. Gary is well known for his quips that seem to sting just the right amount:

- Ya snooze ya lose, and you're behind right from the start!
- Sometimes I wonder why I was cursed with this talent.
- As a trainer, you're dead last!

Gary's Starter Pokémon is based off of what the trainer chose as their starter Pokémon. Before you can leave Oak's Laboratory the trainer must battle Gary. If there is more than one trainer in this adventure, Gary's cheerleaders will join him in battle. One cheerleader for each trainer. Gary's Cheerleaders battle with Normal Pokemon common to the area: Rattata, Sentret, or Zigzagoon.

If Trainer Chooses	Then Gary's Starter
Charmander	Squirtle
Squirtle	Bulbasaur
Bulbasaur	Charmander
Pikachu	Eevee
Eevee	Pikachu

If the trainer chooses to select from the Pokemon 5E Manual, then choose from the following based on the type they choose.

If Trainer Chooses	Then Gary's Starter
Bug	Roggenrola
Dark	Cleffa
Dragon	Teddiursa
Electric	Phanpy
Fairy	Ekans
Fighting	Swablu
Fire	Squirtle
Flying	Pichu
Ghost	Poochyena
Grass	Venonat
Ground	Cubchoo
Ice	Aron
Normal	Dratini
Poison	Drowzee
Psychic	Gastly
Rock	Machop
Steel	Charmander
Water	Bulbasaur

Developments. After battling Gary, whether the trainer beats him or not, he will promptly leave Pallet to continue on his journey so there won't be much conversation with him.

Treasure. Upon defeat, the trainer receives no reward. If the trainer is victorious they receive ₱200 from Gary.

Awarding Experience. Upon defeat, the trainer's Pokemon receive no experience. If the trainer is victorious their Pokemon each receive 100XP points.



CHAPTER 2: ROUTE 1

ROUTE DESCRIPTION

A long, winding dirt path stretches out before you, curving up and down along a series of rolling hills underneath a clear, sunny sky. The landscape is full of fields of tall grass, spotted with trees. In the distance, tall snow-capped peaks of a majestic mountain range loom on the horizon. Flocks of winged Pokémon dart from tree to tree as the tall grass ebbs and flows with the movement of wind and the small creatures that play within.

LENGTH OF ROUTE 1

- Miles: 4.6
- Kilometers: 7.5

NUMBER OF ENCOUNTERABLE TRAINERS: 2

Trainer's Likely to be Encountered: Aroma Lady, Backpacker, Beauty, Bug Maniac, Camper/Picknicker, Fun Old Lady/Guy, Gardener, Guitarist, Rancher

HIDDEN ITEMS

Trainers can find two items on Route 1

- **Razz Berry:** Found by exploring a group of trees in the southwest quadrant.
- **Potion:** Found by searching a rock in the northeast quadrant.

XANADU NURSERY

Xanadu Nursery is a large greenhouse that is home to various flowers, plants, and Pokémon. Among them is a flower that contains Stun Spore. Florinda Showers and Potter are the two owners of the nursery. The nursery itself is shaped like an Oddish and has 8 rooms: The body is one, each foot is a small room, and each of its five leaves are separate rooms. It can be found 1.5 miles north of Pallet Town on Route 1.

NPC Interaction. Florinda is the owner of Xanadu Nursery, Potter is her assistant. She will give pointers on Pokémon that may Poison or Paralyze your Pokémon. He is an expert in grass type and can give information on what levels grass-type Pokémon evolve at.

Side Quest: Catch Shiny Caterpie. Potter received a shiny Caterpie from the Safari Zone for safe keeping. However, it escaped from its habitat and is now running loose throughout the Xanadu Nursery. Find it and return it to Potter without using a Pokeball. Potter has a bug net that he will give the trainer(s) if asked for one.



Image Credit: TrainerParshen - DeviantArt

CATCH SHINY CATERPIE

To find the shiny Caterpie, the player must search each room thoroughly. The trainer(s) must specifically say where they are searching. Below is a d12 table of all the possible locations that the shiny Caterpie can be hiding. Every time a trainer enters a new room, the DM should roll the d12 to see where the shiny Caterpie is hiding.

The trainer(s) get 3 guesses before the shiny Caterpie either moves rooms (d8 table) or hiding spots (d12 table) at the DMs discretion. Here the trainer can do an investigation check with a DC13+. The Investigation check gives the trainer a bonus guess. To catch the shiny Caterpie with the bug net, use the same mechanics for catching Pokemon.

The stats for the shiny Caterpie are the same for the regular Caterpie. The only difference is that it is shiny.

Developments. If the trainer(s) successfully return the shiny Caterpie to Potter, he will gift the Pokemon to the trainer(s). If the trainer(s) do not successfully return the shiny Caterpie, the next time they return to Xanadu Nursery, it will be under seige from a fleet of angry Butterfree who are trying to rescue the shiny Caterpie.

Treasure. Upon success, Potter will award the trainer(s) ₵500

Awarding Experience. If the trainer(s) used Pokemon to capture or find the shiny Caterpie, award each Pokemon 50 XP.

Shiny Caterpie Encounter. Read the following boxed text to start the encounter when the trainer has found the shiny Caterpie.

After searching for several hours for this Caterpie, it finally pops out from its hiding spot. It shoots out a powerful string shot at you, fully enveloping your legs in sticky string.

d8	Rooms	d8	Loot
1	Left Foot	5	Leaf 2
2	Right Foot	6	Leaf 3
3	Body	7	Leaf 4
4	Leaf 1	8	Leaf 5

d10 Hiding Spots

- 1 Behind the trunk of an Oran Berry Tree
- 2 In a pile of sleeping Exeggcuties
- 3 Inside a mini tool shed
- 4 On top of a pile of plant waste
- 5 Inside a bag of mulch
- 6 Hanging from bar on the ceiling
- 7 Under a work table
- 8 Playing with some Oddish
- 9 Eating some Pokeblocks in a bag
- 10 On the trainer's head

ROUTE 1: WILD ENCOUNTERS

SR 2	SR 5	SR 8	SR 10	SR 12+	Pokemon
1-17	1-10	1-9	1-8	1-8	Pidgey
18-34	11-20	10-18	9-15	9-15	Rattata
35-43	21-28	19-23	16-20	16-19	Hoppip
44-52	29-35	24-28	21-25	20-23	Kricketot
53-60	36-42	29-33	26-30	24-27	Foongus
61-77	43-52	34-41	31-37	28-34	Meowth
78-85	53-59	42-46	38-42	35-38	Swablu
86-93	60-66	47-51	43-47	39-42	Espurr
92-100	67-73	52-56	48-52	43-46	Pumpkaboo
-	74-83	57-64	53-59	47-53	Pidgeotto
-	84-93	65-72	60-66	54-60	Raticate
-	94-100	73-77	67-70	61-64	Kricketune
-	-	78-82	71-74	65-68	Skiploom
-	-	83-90	75-81	69-75	Persian
-	-	91-95	82-85	76-78	Volbeat
-	-	96-100	86-89	79-81	Amoonguss
-	-	-	90-93	82-84	Meowstic
-	-	-	94-100	85-91	Pidgeot
-	-	-	-	92-94	Altaria
-	-	-	-	95-97	Gourgeist
-	-	-	-	98-100	Jumpluff

POKEDEX ENTRIES

Pidgey. Pidgey has an extremely sharp sense of direction. It is capable of unerringly returning home to its nest, however far it may be removed from its familiar surroundings.

Rattata. Rattata is cautious in the extreme. Even while it is asleep, it constantly listens by moving its ears around. It is not picky about where it lives—it will make its nest anywhere.

Hoppip. This Pokémon drifts and floats with the wind. If it senses the approach of strong winds, Hoppip links its leaves with other Hoppip to prepare against being blown away.

Kricketot. It chats with others using the sounds of its colliding antennae. These sounds are fall hallmarks.

Foongus. It lures people in with its Poké Ball pattern, then releases poison spores. Why it resembles a Poké Ball is unknown.

Meowth. Meowth withdraws its sharp claws into its paws to slinkily sneak about without making any incriminating footsteps. For some reason, this Pokémon loves shiny coins that glitter with light.

Swablu. Swablu has light and fluffy wings that are like cottony clouds. This Pokémon is not frightened of people. It lands on the heads of people and sits there like a cotton-fluff hat.

Espurr. The organ that emits its intense psychic power is sheltered by its ears to keep power from leaking out.

Pumpkaboo. The pumpkin body is inhabited by a spirit trapped in this world. As the sun sets, it becomes restless and active.

Pidgeotto. Pidgeotto claims a large area as its own territory. This Pokémon flies around, patrolling its living space. If its territory is violated, it shows no mercy in thoroughly punishing the foe with its sharp claws.

Raticate. Raticate's sturdy fangs grow steadily. To keep them ground down, it gnaws on rocks and logs. It may even chew on the walls of houses.

Kricketune. It crosses its knifelike arms in front of its chest when it cries. It can compose melodies ad lib.

Skiploom. Skiploom's flower blossoms when the temperature rises above 64 degrees Fahrenheit. How much the flower opens depends on the temperature. For that reason, this Pokémon is sometimes used as a thermometer.

Persian. Persian has six bold whiskers that give it a look of toughness. The whiskers sense air movements to determine what is in the Pokémon's surrounding vicinity. It becomes docile if grabbed by the whiskers.

Volbeat. With the arrival of night, Volbeat emits light from its tail. It communicates with others by adjusting the intensity and flashing of its light. This Pokémon is attracted by the sweet aroma of Illumise.

Amoonguss. They show off their Poké Ball caps to lure prey, but very few Pokémon are fooled by this.

Meowstic. When in danger, it raises its ears and releases enough psychic power to grind a 10-ton truck into dust.

Pidgeot. This Pokémon has a dazzling plumage of beautifully glossy feathers. Many Trainers are captivated by the striking beauty of the feathers on its head, compelling them to choose Pidgeot as their Pokémon.

Altaria. Altaria dances and wheels through the sky among billowing, cotton-like clouds. By singing melodies in its crystal-clear voice, this Pokémon makes its listeners experience dreamy wonderment.

Gourgeist. Singing in eerie voices, they wander town streets on the night of the new moon. Anyone who hears their song is cursed.

Jumpluff. Jumpluff rides warm southern winds to cross the sea and fly to foreign lands. The Pokémon descends to the ground when it encounters cold air while it is floating.



CHAPTER 3: VIRIDIAN CITY

TOWN DESCRIPTION

Viridian City is a pleasant break from the green forest enveloping it. There is a Pokémon gym for aspiring trainers as well as other places to visit. It has several routes leading off it.

NOTABLE LOCATIONS

POKEMON CENTER, POLICE STATION, TRAINER HOSTEL

VIRIDIAN GYM

The Viridian Gym is in the northeast of the city. It is currently closed for unknown reasons. When it was open, trainers would go there to battle Giovanni, the gym leader who specializes in ground-type Pokémon and if they succeeded they would receive the Earth Badge.

NPC Interaction. Standing in front of the Viridian City Gym is a Team Rocket Grunt. When approached, they will yell at you to stand back because the gym is closed. If provoked, they will attack with a Koffing.

Quest: Team Rocket Grunt. If the trainer(s) provoke the Team Rocket Grunt, the grunt will attack. Use the stat block for Koffing when attacking the Trainer.

POKEMON ACADEMY

In the center of Viridian City is the Pokémon Academy. Some trainers might go here to improve their knowledge of Pokémon to help them in battles whereas others might come to battle against. Other trainers to train up their Pokémon.

NPC Interaction. The teacher at the Pokemon Academy will gladly inform the trainer(s) about basic Pokemon battle techniques including status effects, type advantages and disadvantages, and healing items.

VIRIDIAN FOUNTAIN

In the south-east corner of town is the Viridian Fountain. The fountain houses a statue of Giovanni with a Dragonair loosely coiled around him. The water shoots out of the Dragonair's mouth.

NPC Interaction. The Move Tutor can be seen from across the fountain but is quite hard to reach as he is in a secluded area. They will offer to teach any Pokémon the move Dream Eater if they can learn it (They must be able to learn TM 85).

Shiny Goldeen. If the trainer goes in to explore the fountain, have them roll a d100. On a successful roll of 100, the trainer will encounter a shiny Goldeen.

HIDDEN ITEMS

- **Potion:** Hidden under the bench that the Old Man is sitting on. If you search under the bench, the Old Man will question what you're doing and think you are crazy.
- **Potion:** Hidden in the statue in the center of town.
- **Nugget:** Near the trees northeast of the PokeMart.

POKEMART

Item	Description	Cost
Pokeball	+0 to catching Pokemon	₹250
Potion	Restores 2d4+2 HP	₹200
Antidote	Instantly cures 'Poison' status	₹200
Paralyze Heal	Instantly cures 'Paralyze' status	₹200
Coffee	Restores 4HP	₹100
Flashlight	Lights any darkened path. Requires 1 energy cell to operate.	₹50
Energy Cell	Provides energy to flashlights and other technological devices. Has enough energy for 2 hours of power.	₹25

IMPORTANT NPC'S

Location	Description
Move Tutor	Will teach a TM 85 to a Pokemon
Old Man	Grumpy old man
Team Rocket Grunt	Member of Team Rocket
Academy Teacher	Works at the Pokemon Academy
Giovanni	Gym Leader of Viridian City

ENCOUNTERS IN VIRIDIAN CITY

TEAM ROCKET GRUNT BY VIRIDIAN CITY GYM

When the trainer(s) walk towards the Viridian City Gym, the Team Rocket Grunt outside will tell them to get back. If the trainer(s) decide to provoke the trainer by shouting or questioning them, the grunt will attack with their Koffing.

Development. If the encounter with the Team Rocket Grunt becomes particularly disruptive (aka clouds of smoke, explosions, etc.), Giovanni will make an appearance. His appearance will immediately end the encounter between the grunt and the trainer. Giovanni will compliment the trainer on his/her impressive battling skills and will tell the grunt to stand down. He will say, "I hope to see more of you in the future." Then, he will walk back into the gym ordering his grunt to clean up the mess that they caused.

Treasure. If the trainer(s) meet Giovanni or defeat the grunt, they will receive ₹250.

Awarding Experience. If the trainer(s) Pokemon successfully defeat the grunt or meet Giovanni, each will receive 125 XP.

CHAPTER 4: ROUTE 2

ROUTE 2: WILD ENCOUNTERS

SR 2	SR 5	SR 8	SR 10	SR 12+	Pokemon
1-15	1-10	1-9	1-7	1-7	Pidgey
16-30	11-20	10-18	8-14	8-14	Rattata
31-45	21-30	19-27	15-21	15-21	Oddish
46-60	31-39	28-35	22-28	22-27	Doduo
61-75	40-48	36-43	29-35	28-33	Ekans
76-84	49-57	44-50	36-40	34-37	Phanpy
85-92	58-65	51-56	41-44	48-41	Gulpin
93-100	66-73	57-62	45-48	42-45	Blitzle
-	74-82	63-70	49-55	46-51	Pidgeotto
-	83-91	71-78	56-62	52-57	Raticate
-	92-100	79-86	63-69	58-63	Gloom
-	-	87-94	70-76	64-69	Arbok
-	-	95-100	77-80	70-73	Donphan
-	-	-	81-86	74-79	Dodrio
-	-	-	87-92	80-85	Pidgeot
-	-	-	93-96	86-88	Swalot
-	-	-	97-100	89-91	Zebstrika
-	-	-	-	92-97	Vileplume
-	-	-	-	98-100	Bellossom

ROUTE DESCRIPTION

The dusty and well-used path snakes its way into the shadow of Viridian Forest, a dense sprawl of trees reflecting the bright sunlight off their leaves. Another path diverges around the trees, making a straight but narrow alleyway through the forest as the land slopes upwards with a dark cave at the end. Small creatures rustle around in the tall grass, occasionally darting between the trees where birds carefully make their nests.

LENGTH OF ROUTE 2:

Accessible Section:

- Miles: 3; Kilometers: 4.8
- Miles: 4; Kilometers: 6.4

NUMBER OF ENCOUNTERABLE TRAINERS: 5 TOTAL

Accessible Section: 2; Closed off Section: 3

Trainer's Likely to be Encountered: Ace Trainer, Aroma Lady, Backpacker, Bird Keeper, Bug Maniac, Clown, Collector, Coolest Kid in School, Cyclist, Dancer, Depot Agent, Dragon Breeder, Fun Old Lady/Guy, Gardener, Gentleman, Gym Leader-in-Trainer, Hiker, Hunter, Jogger, Juggler, Lady/Rich Boy, Lass, Lone Wolf, Master of None, Mythologist, Pilot, PokeManiac, Punk, Rancher, Ranger, Reporter/Cameraman, Scavenger, School Kid, Shiny Hunter, Storyteller, Super Nerd, Triathlete, Youngster

ACCESSIBLE/CLOSED OFF SECTIONS

Route 2 is split into two sections. The Accessible Area leads straight to Viridian Forest. The Closed Off Section will become available once the trainer has defeated three gym leaders. Professor Oak's Aids are waiting in both the Northern and Southern Gate's preventing the trainer from accessing the Closed Off Section.

HIDDEN ITEMS IN ACCESSIBLE AREA

- **Ether:** Hidden under a rock in the southwest corner.
- **Sacred Ash:** From Oak's Aid in the Southern Gate.

POKEDEX ENTRIES

Pidgey. Pidgey has an extremely sharp sense of direction. It is capable of unerringly returning home to its nest, however far it may be removed from its familiar surroundings.

Rattata. Rattata is cautious in the extreme. Even while it is asleep, it constantly listens by moving its ears around. It is not picky about where it lives—it will make its nest anywhere.

Oddish. During the daytime, Oddish buries itself in soil to absorb nutrients from the ground using its entire body. The more fertile the soil, the glossier its leaves become.

Doduo. Doduo's two heads never sleep at the same time. Its two heads take turns sleeping, so one head can always keep watch for enemies while the other one sleeps.

Ekans. Ekans curls itself up in a spiral while it rests. Assuming this position allows it to quickly respond to a threat from any direction with a glare from its upraised head.

Phanpy. For its nest, Phanpy digs a vertical pit in the ground at the edge of a river. It marks the area around its nest with its trunk to let the others know that the area has been claimed.

Gulpin. Virtually all of Gulpin's body is its stomach. As a result, it can swallow something its own size. This Pokémon's stomach contains a special fluid that digests anything.

Blitzle. When thunderclouds cover the sky, it will appear. It can catch lightning with its mane and store the electricity.

Pidgeotto. Pidgeotto claims a large area as its own territory. This Pokémon flies around, patrolling its living space. If its territory is violated, it shows no mercy in thoroughly punishing the foe with its sharp claws.

Raticate. Raticate's sturdy fangs grow steadily. To keep them ground down, it gnaws on rocks and logs. It may even chew on the walls of houses.

Gloom. Gloom releases a foul fragrance from the pistil of its flower. When faced with danger, the stench worsens. If this Pokémon is feeling calm and secure, it does not release its usual stinky aroma.

Arbok. This Pokémon is terrifically strong in order to constrict things with its body. It can even flatten steel oil drums. Once Arbok wraps its body around its foe, escaping its crunching embrace is impossible.

Donphan. Donphan's favorite attack is curling its body into a ball, then charging at its foe while rolling at high speed. Once it starts rolling, this Pokémon can't stop very easily.

Dodrio. Watch out if Dodrio's three heads are looking in three separate directions. It's a sure sign that it is on its guard. Don't go near this Pokémon if it's being wary—it may decide to peck you.

Pidgeot. This Pokémon has a dazzling plumage of beautifully glossy feathers. Many Trainers are captivated by the striking beauty of the feathers on its head, compelling them to choose Pidgeot as their Pokémon.

Swalot. When Swalot spots prey, it spurts out a hideously toxic fluid from its pores and sprays the target. Once the prey has weakened, this Pokémon gulps it down whole with its cavernous mouth.

Zebstrika. When this ill-tempered Pokémon runs wild, it shoots lightning from its mane in all directions.

Vileplume. Vileplume's toxic pollen triggers atrocious allergy attacks. That's why it is advisable never to approach any attractive flowers in a jungle, however pretty they may be.

Bellossom. When Bellossom gets exposed to plenty of sunlight, the leaves ringing its body begin to spin around. This Pokémon's dancing is renowned in the southern lands.



CHAPTER 5: VIRIDIAN FOREST

FOREST DESCRIPTION

A sky of bright green leaves shadows the path below as birds chirp while carefully constructing their nests. The tall trees act almost like walls, diverting and splitting the path like a maze. Small creatures run around through the trees and grass, clearly undisturbed by the presence of people in the area. A gentle and filtered wind blows through the grass, causing it to rustle and only adding the feeling that the forest is alive with nature.

TRAVELING THROUGH VIRIDIAN FOREST

The Viridian Forest is a maze of pockets. DMs should think of it as a dungeon just in a forest instead of in a cave. Each zone is described below with NPCs, hidden items, and encounterable trainers. Depending on your group the DM can either set up specific encounters or have the trainer(s) roll for wild encounters. The wild encounter table is on the next page. A map of Viridian Forest is on the following page as well. The DM can make this as challenging as they see fit. If the trainer(s) faints/dies in the Viridian Forest, Forest Ranger Dan will find them and immediately med-evac them to Viridian City for treatment.

Trainer's Likely to be Encountered: Ace Trainer, Aroma Lady, Bird Keeper, Bug Maniac, Clown, Collector, Coolest Kid in School, Dancer, Depot Agent, Dragon Breeder, Gardener, Gentleman, Gym Leader-in-Trainer, Hiker, Hunter, Jogger, Juggler, Lady/Rich Boy, Lass, Lone Wolf, Master of None, Mythologist, Park Ranger, Pilot, PokeManiac, Punk, Ranger, Reporter/Cameraman, Scavenger, School Kid, Shiny Hunter, Storyteller, Super Nerd, Triathlete, Youngster

VIRIDIAN FOREST CHALLENGES

As the DM you can create added challenges for the group. A few ideas are listed below.

FOREST VAGRANT CHALLENGE

As the trainer(s) make their way through Viridian Forest they have this unnerving sense that they are being followed by someone. Right before they come to the exit have the trainer(s) be surprised by a Vagrant who jumps out of the bushes and attacks them with a Seviper. If they successfully defeat the Vagrant, the Vagrant runs back into the forest after dropping ₱200 and a Seviper Egg. If they lose to the Vagrant, the Vagrant steals their money and runs away into the forest.

SUNSET CHALLENGE

The trainer(s) must make it through Viridian Forest before the sun sets (6 hours). If the sun sets, the forest awakens with stronger Pokemon than the trainer(s) will be able to battle. If they make it through before sunset, Professor Oak's Aid will reward them with an extra ₱2000.

SURVIVE THE NIGHT CHALLENGE

Require the trainer(s) to spend one night in Viridian Forest. They must set up camp and defend themselves from night time creatures. If they successfully make it through the night, Professor Oak's Aid will reward them with an extra ₱2000.

ZONE 1: ENTRANCE

Zone 1 is where every trainer will start when they enter the Viridian Forest. There are three paths the trainer(s) can take: to the north, to the east, and to the west. The northern path leads into Zone 6. The eastern path leads into Zone 3. The western route leads into Zone 2.

FOREST RANGER DAN

Dan is at the entrance of Viridian Forest and will inform the trainer the layout of the forest.

"Viridian Forest is a maze of trees. Travelers have been known to lose their way for days on end. Rumor has it that there are still people stuck inside Viridian Forest that have gone insane. I recommend carrying a flashlight or having a Pokemon that emits light, like a Charmander."

ZONE 2

Zone 2 has 2 openings. Coming from Zone 1, the trainer(s) will enter a small grassy knoll. To the north will be a larger opening that is characterized by its thick grass, mushroom clusters, and a large fallen tree in the northeastern corner. Zone 2 is a dead end so the trainer(s) will have to turn around.

NUMBER OF ENCOUNTERABLE TRAINERS: 1

HIDDEN ITEMS:

- **Antidote:** Inside a hole of the fallen tree.

ZONE 3

Leading from Zone 1, Zone 3 starts as a winding path. Within the first 10 feet, there is a path that leads north into Zone 5. If the trainer(s) continue forward they will walk into Zone 4. If they turn southward, the trail will wrap around and the trainer(s) will find themselves in a grassy knoll characterized by a large tree stump in the southwest corner.

NUMBER OF ENCOUNTERABLE TRAINERS: 1

HIDDEN ITEMS:

- **Pokeball:** Under a root coming out of the tree stump.

ZONE 4

Zone 4 is a dead end for the trainer(s), so they will need to turn back. If they choose to explore Zone 4, they will find an opening filled with dense grass, small saplings, and a few wild flowers.

NUMBER OF ENCOUNTERABLE TRAINERS: 1

HIDDEN ITEMS:

- **Potion:** Nestled under some flowers in the northwestern corner.

ZONE 5

Coming from Zone 3, Zone 5 is by far the largest zone. It is characterized by sparse patches of dense grass. In the northern most section, the trainer(s) will find a tree stump. This zone forms somewhat of a T shape, with the western portion leading to Zone 7 while the eastern portion leads to a dead end.

NUMBER OF ENCOUNTERABLE TRAINERS: 3

HIDDEN ITEMS:

- **Dire Hit:** At the dead end near the entrance to Zone 7 on the western side of Zone 5.
- **Razz Berry:** Hanging from a tree just before the entrance to Zone 7.
- **Potion:** Sitting in a patch of dense grass near the beginning of Zone 5.
- **TM 77:** Guarded by a Mankey sitting in a tree at the dead end on the eastern side of Zone 5.

ZONE 6

Zone 6 is a winding path that leads from Route 1 in the south to Zone 5 on its eastern side. The path into Zone 6 from Zone 1 is narrow and dark. It will eventually open up a little bit when the trainer(s) gets more to the north end of the zone.

SHINY EEEVEE:

If the trainer explores Zone 6, have them roll a d100. On a successful roll of 100, the trainer(s) encounter a shiny Eevee.

HIDDEN ITEMS:

- **Lure:** Sitting under a tree in the southern section of the zone at the end of the winding path.



Image Credit. TrainerParshen - DeviantArt

ZONE 7

Zone 7 is characterized by its wide open grassy areas and abundant forest flowers. At the northern end, the path leads into Zone 8. If the trainer(s) continue to travel eastward in this zone, they will reach a dead end.

NUMBER OF ENCOUNTERABLE TRAINERS: 2

HIDDEN ITEMS:

- **Revive:** Guarded by a Stunky at the end of the dead end on the eastern side of the zone.

ZONE 8

Zone 8 is split into two sections by a dense wall of trees. The western section is an open area of dense grass. The eastern section is half wild flowers and half dense grass. On the eastern side of the eastern section there is an opening leading into Zone 9. There is a small nook in the north western corner of Zone 8.

NUMBER OF ENCOUNTERABLE TRAINERS: 2

HIDDEN ITEMS:

- **Great Ball:** At the base of a tree in the northwestern corner.

ZONE 9: EXIT

If the trainer(s) have made it to Zone 9, they have successfully made it through Viridian Forest. The exit can be found to the north where one of Professor Oak's Aids is waiting for the trainer(s).

PROFESSOR OAK'S AID

Oak's Aid is waiting for you at the end of Viridian Forest. She will congratulate you on making it out alive. She will reward you with an Exp Share.

ZONE 10: PEWTER LAKE

The DM can decide whether Pewter Lake is available to the trainer(s) or if it is hidden. If it is hidden the Trainer must have three Pokemon that naturally emit light (Charmander, Mareep, etc), each of a different type. And must be within section 8 or 9 of Viridian Forest. If the trainer(s) accomplishes this read the following.

A deep humming can be felt vibrating through the forest. Just ahead, you see a new path opening up. It looks as if a lake can be seen just passed a few bushes that were not there only moments ago. A faint rush of wind gently nudges you in the direction of the lake.

DRATINI ENCOUNTER

If the trainer(s) head into Zone 10, have them roll a d100. On a successful roll of 91+, the trainer(s) encounter a Dratini. If this happens, read the following.

As you walk up to the lake, you look into its depths. After several minutes a blue creature pops its head out of the water from behind some lillipads, then dunks back down into the depths. Moments later it comes shooting straight into your face. Slamming into you, the Dratini lands on the ground next to you, looking at you playfully.

HIDDEN ITEMS:

Leaf Stone. Sitting on a lillipad in the middle of the lake.

VIRIDIAN FOREST: WILD FOREST ENCOUNTERS

SR 2	SR 5	SR 8	SR 10	SR 12	Pokemon
1-15	1-13	1-9	1-7	1-7	Weedle
16-30	14-26	10-18	7-14	7-14	Pidgey
31-35	27-31	19-22	15-17	15-17	Nincada
36-50	32-44	23-31	18-24	18-24	Drowzee
51-65	45-56	32-40	25-31	25-31	Eevee
66-70	57-60	41-44	32-34	32-34	Teddiursa
71-75	61-64	45-48	35-37	35-37	Swablu
76-80	65-68	49-51	38-40	38-40	Cottonee
81-95	69-80	52-60	41-47	41-47	Kakuna
96-100	81-84	61-63	48-50	48-50	Shedinja
-	85-96	64-72	51-57	51-57	Pidgeotto
-	97-100	73-75	58-60	58-60	Aipom
-	-	76-83	61-67	61-67	Beedrill
-	-	84-86	68-70	68-69	Ursaring
-	-	87-89	71-73	70-71	Ninjask
-	-	90-97	74-80	72-78	Hypno
-	-	98-100	81-83	79-80	Leafeon
-	-	-	84-86	81-82	Whimsicott
-	-	-	87-93	83-89	Pinsir
-	-	-	94-100	90-96	Pidgeot
-	-	-	-	97-98	Ambipom
-	-	-	-	99-100	Altaria

POKEDEX ENTRIES

Weedle. Weedle has an extremely acute sense of smell. It is capable of distinguishing its favorite kinds of leaves from those it dislikes just by sniffing with its big red proboscis (nose).

Pidgey. Pidgey has an extremely sharp sense of direction. It is capable of unerringly returning home to its nest, however far it may be removed from its familiar surroundings.

Nincada. Nincada lives underground for many years in complete darkness. This Pokémon absorbs nutrients from the roots of trees. It stays motionless as it waits for evolution.

Drowzee. If your nose becomes itchy while you are sleeping, it's a sure sign that one of these Pokémon is standing above your pillow and trying to eat your dream through your nostrils.

Eevee. Eevee has an unstable genetic makeup that suddenly mutates due to the environment in which it lives. Radiation from various stones causes this Pokémon to evolve.

Teddiursa. This Pokémon likes to lick its palms that are sweetened by being soaked in honey. Teddiursa concocts its own honey by blending fruits and pollen collected by Beedrill.

Swablu. Swablu has light and fluffy wings that are like cottony clouds. This Pokémon is not frightened of people. It lands on the heads of people and sits there like a cotton-fluff hat.

Cottonee. When attacked, it escapes by shooting cotton from its body. The cotton serves as a decoy to distract the attacker.

Kakuna. Kakuna remains virtually immobile as it clings to a tree. However, on the inside, it is extremely busy as it prepares for its coming evolution. This is evident from how hot the shell becomes to the touch.

Shedinja. Shedinja's hard body doesn't move—not even a twitch. In fact, its body appears to be merely a hollow shell. It is believed that this Pokémon will steal the spirit of anyone peering into its hollow body from its back.

Pidgeotto. Pidgeotto claims a large area as its own territory. This Pokémon flies around, patrolling its living space. If its territory is violated, it shows no mercy in thoroughly punishing the foe with its sharp claws.

Aipom. Aipom's tail ends in a hand-like appendage that can be cleverly manipulated. However, because the Pokémon uses its tail so much, its real hands have become rather clumsy.

Beedrill. Beedrill is extremely territorial. No one should ever approach its nest—this is for their own safety. If angered, they will attack in a furious swarm.

Ursaring. In the forests inhabited by Ursaring, it is said that there are many streams and towering trees where they gather food. This Pokémon walks through its forest gathering food every day.

Ninjask. Ninjask moves around at such a high speed that it cannot be seen, even while its crying can be clearly heard. For that reason, this Pokémon was long believed to be invisible.

Hypno. Hypno holds a pendulum in its hand. The arcing movement and glitter of the pendulum lull the foe into a deep state of hypnosis. While this Pokémon searches for prey, it polishes the pendulum.

Leafeon. When you see Leafeon asleep in a patch of sunshine, you'll know it is using photosynthesis to produce clean air.

Whimsicott. They appear along with whirlwinds. They pull pranks, such as moving furniture and leaving balls of cotton in homes.

Pinsir. Pinsir is astoundingly strong. It can grip a foe weighing twice its weight in its horns and easily lift it. This Pokémon's movements turn sluggish in cold places.

Pidgeot. This Pokémon has a dazzling plumage of beautifully glossy feathers. Many Trainers are captivated by the striking beauty of the feathers on its head, compelling them to choose Pidgeot as their Pokémon.

Ambipom. They work in large colonies and make rings by linking their tails, apparently in friendship.

Altaria. Altaria dances and wheels through the sky among billowing, cotton-like clouds. By singing melodies in its crystal-clear voice, this Pokémon makes its listeners experience dreamy wonderment.

VIRIDIAN FOREST: PEWTER LAKE ENCOUNTERS

SR 2	SR 5	SR 8	SR 10	SR 12	Encounters
1-19	1-13	1-10	1-8	1-8	Goldeen
20-29	14-20	11-16	9-13	9-12	Wooper
30-39	21-27	17-22	14-18	13-16	Lotad
40-49	28-34	23-28	19-23	17-20	Tympole
50-59	35-41	29-34	24-28	21-24	Tynamo
60-78	42-54	35-44	29-36	25-32	Eevee
79-88	55-61	45-50	37-41	33-36	Buizel
89-98	62-68	51-55	42-46	37-40	Ducklett
99-100	69-70	56-57	47-48	41-42	Dratini
-	71-82	58-66	49-56	43-50	Farfetch'd
-	83-88	67-71	57-61	51-54	Lombre
-	87-94	72-76	62-66	55-58	Palpitoad
-	95-100	77-81	67-70	59-62	Eelektrik
-	-	82-86	82-85	74-77	Quagsire
-	-	87-95	75-81	67-73	Vaporeon
-	-	96-100	82-85	74-77	Floatzel
-	-	-	86-92	78-84	Seaking
-	-	-	93-96	85-88	Swanna
-	-	-	97-100	89-92	Ludicolo
-	-	-	-	93-96	Eelektross
-	-	-	-	97-100	Seismitoad

Goldeen. Goldeen is a very beautiful Pokémon with fins that billow elegantly in water. However, don't let your guard down around this Pokémon—it could ram you powerfully with its horn.

Wooper. Wooper usually lives in water. However, it occasionally comes out onto land in search of food. On land, it coats its body with a gooey, toxic film.

Lotad. Lotad live in ponds and lakes, where they float on the surface. It grows weak if its broad leaf dies. On rare occasions, this Pokémon travels on land in search of clean water.

Tympole. By vibrating its cheeks, it emits sound waves imperceptible to humans and warns others of danger.

Tynamo. While one alone doesn't have much power, a chain of many Tynamo can be as powerful as lightning.

Eevee. Eevee has an unstable genetic makeup that suddenly mutates due to the environment in which it lives. Radiation from various stones causes this Pokémon to evolve.

Buizel. It swims by rotating its two tails like a screw. When it dives, its flotation sac collapses.

Ducklett. When attacked, it uses its feathers to splash water, escaping under cover of the spray.

Dratini. Dratini continually molts and sloughs off its old skin. It does so because the life energy within its body steadily builds to reach uncontrollable levels.

Farfetch'd. Farfetch'd is always seen with a stalk from a plant of some sort. Apparently, there are good stalks and bad stalks. This Pokémon has been known to fight with others over stalks.

Lombre. Lombre is nocturnal—it will get active after dusk. It is also a mischief maker. When this Pokémon spots anglers, it tugs on their fishing lines from beneath the surface and enjoys their consternation.

Palpitoad. When they vibrate the bumps on their heads, they can make waves in water or earthquake-like vibrations on land.

Eelektrik. It wraps itself around its prey and paralyzes it with electricity from the round spots on its sides. Then it chomps.

Quagsire. Quagsire hunts for food by leaving its mouth wide open in water and waiting for its prey to blunder in unaware. Because the Pokémon does not move, it does not get very hungry.

Vaporeon. Vaporeon underwent a spontaneous mutation and grew fins and gills that allow it to live underwater. This Pokémon has the ability to freely control water.

Floatzel. It floats using its well-developed flotation sac. It assists in the rescues of drowning people.

Seaking. In the autumn, Seaking males can be seen performing courtship dances in riverbeds to woo females. During this season, this Pokémon's body coloration is at its most beautiful.

Swanna. Despite their elegant appearance, they can flap their wings strongly and fly for thousands of miles.

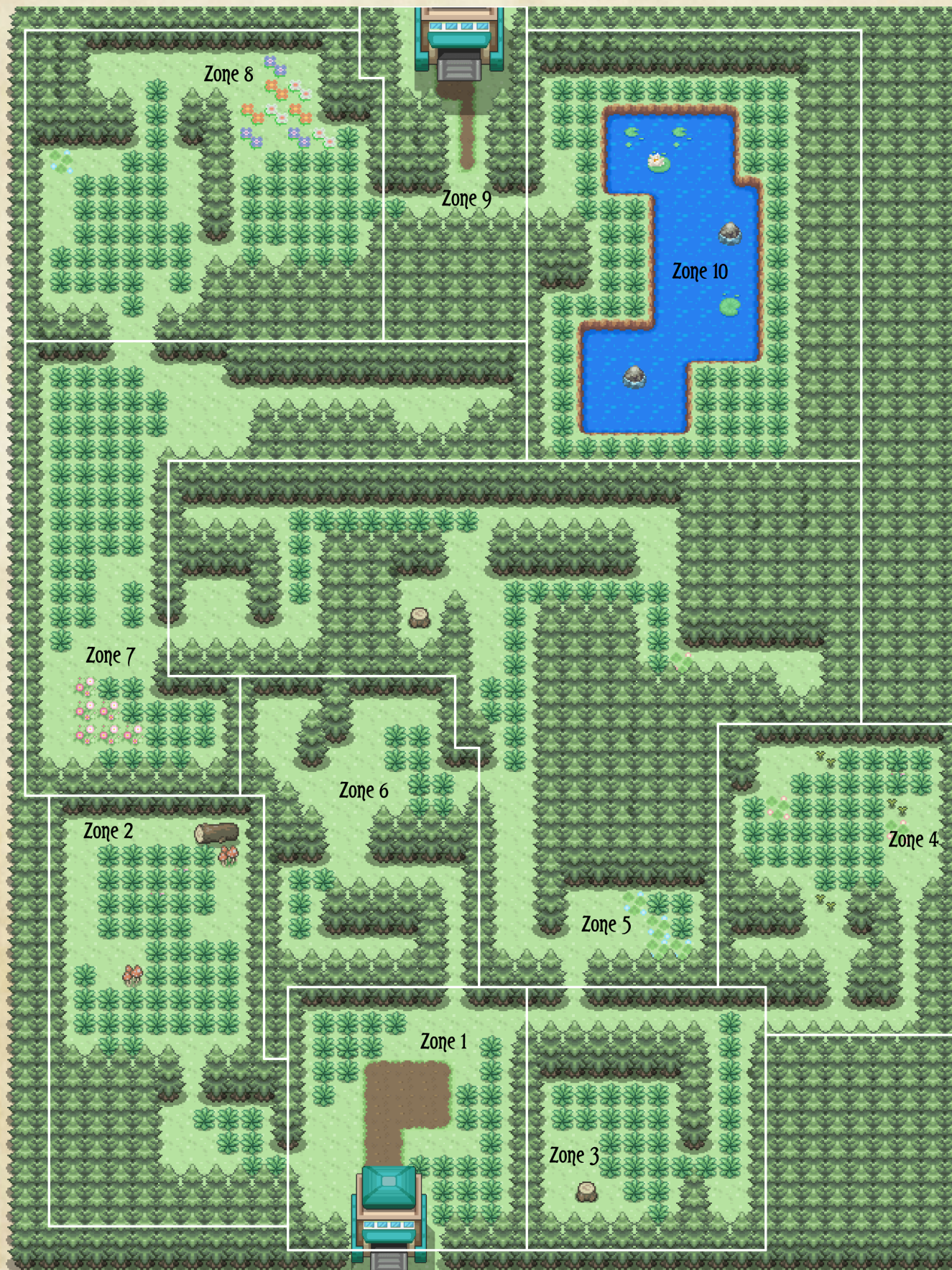
Ludicolo. Ludicolo begins dancing as soon as it hears cheerful, festive music. This Pokémon is said to appear when it hears the singing of children on hiking outings.

Eelektross. With their sucker mouths, they suck in prey. Then they use their fangs to shock the prey with electricity.

Seismitoad. It increases the power of its punches by vibrating the bumps on its fists. It can turn a boulder to rubble with one punch.



VIRIDIAN FOREST MAP



CHAPTER 6: ROUTE 3

ROUTE DESCRIPTION

The cooling shade of the Viridian Forest fades into warm and comforting light as the trees open up to fields and flowering meadows. Just off the wide path are large areas of grass that look alive with movement from the abundance of creatures within. There is a dense line of trees standing on the other side of the path and closer inspection reveals ways through that lead to the entrance of Pewter City.

LENGTH OF ROUTE 3:

- Miles: 2.6
- Kilometers: 4.2

NUMBER OF ENCOUNTERABLE TRAINERS: 1

Trainer's Likely to be Encountered: Ace Trainer, Aroma Lady, Backpacker, Bird Keeper, Bug Maniac, Clown, Collector, Coolest Kid in School, Cyclist, Dancer, Depot Agent, Dragon Breeder, Fun Old Lady/Guy, Gardener, Gentleman, Gym Leader-in-Trainer, Hiker, Hunter, Jogger, Juggler, Lady/Rich Boy, Lass, Lone Wolf, Master of None, Mythologist, Pilot, PokeManiac, Punk, Rancher, Ranger, Reporter/Cameraman, Scavenger, School Kid, Shiny Hunter, Storyteller, Super Nerd, Triathlete, Youngster

HIDDEN ITEMS

- **Carbos:** Hidden in the northeast section.
- **Great Ball:** Sitting on a rock just outside Pewter City

ROUTE 3: WILD ENCOUNTER

SR 2	SR 5	SR 8	SR 10	SR 12+	Pokemon
1-17	1-12	1-10	1-8	1-8	Pidgey
18-34	13-24	11-20	9-16	9-16	Rattata
35-50	25-36	21-30	17-24	17-24	Vulpix
51-63	37-46	31-35	25-29	25-28	Sunkern
64-76	47-56	36-40	30-34	29-32	Foongus
77-88	57-66	41-45	35-39	33-36	Swablu
89-100	67-76	46-50	40-44	37-40	Pumpkaboo
-	77-88	51-60	45-52	41-48	Pidgeotto
-	89-100	61-70	53-59	49-55	Raticate
-	-	71-80	60-66	56-62	Ninetales
-	-	81-85	67-71	63-65	Sunflora
-	-	86-90	72-76	66-68	Illumise
-	-	91-95	77-81	69-71	Dedenne
-	-	96-100	81-86	72-74	Amoonguss
-	-	-	87-93	75-81	Electabuzz
-	-	-	94-100	82-88	Pidgeot
-	-	-	-	89-91	Hawlucha
-	-	-	-	92-94	Altaria
-	-	-	-	95-97	Gourgeist
-	-	-	-	98-100	Electivire

POKEDEX ENTRIES

Pidgey. Pidgey has an extremely sharp sense of direction. It is capable of unerringly returning home to its nest, however far it may be removed from its familiar surroundings.

Rattata. Rattata is cautious in the extreme. Even while it is asleep, it constantly listens by moving its ears around. It is not picky about where it lives—it will make its nest anywhere.

Vulpix. At the time of its birth, Vulpix has one white tail. The tail separates into six if this Pokémon receives plenty of love from its Trainer. The six tails become magnificently curled.

Sunkern. Sunkern tries to move as little as it possibly can. It does so because it tries to conserve all the nutrients it has stored in its body for its evolution. It will not eat a thing, subsisting only on morning dew.

Foongus. It lures people in with its Poké Ball pattern, then releases poison spores. Why it resembles a Poké Ball is unknown.

Swablu. Swablu has light and fluffy wings that are like cottony clouds. This Pokémon is not frightened of people. It lands on the heads of people and sits there like a cotton-fluff hat.

Pumpkaboo. The pumpkin body is inhabited by a spirit trapped in this world. As the sun sets, it becomes restless and active.

Pidgeotto. Pidgeotto claims a large area as its own territory. This Pokémon flies around, patrolling its living space. If its territory is violated, it shows no mercy in thoroughly punishing the foe with its sharp claws.

Raticate. Raticate's sturdy fangs grow steadily. To keep them ground down, it gnaws on rocks and logs. It may even chew on the walls of houses.

Ninetales. Ninetales casts a sinister light from its bright red eyes to gain total control over its foe's mind. This Pokémon is said to live for a thousand years.

Sunflora. Sunflora converts solar energy into nutrition. It moves around actively in the daytime when it is warm. It stops moving as soon as the sun goes down for the night.

Illumise. Illumise attracts a swarm of Volbeat using a sweet fragrance. Once the Volbeat have gathered, this Pokémon leads the lit-up swarm in drawing geometric designs on the canvas of the night sky.

Dedenne. Its whiskers serve as antennas. By sending and receiving electrical waves, it can communicate with others over vast distances.

Amoongus. They show off their Poké Ball caps to lure prey, but very few Pokémon are fooled by this.

Electabuzz. When a storm arrives, gangs of this Pokémon compete with each other to scale heights that are likely to be stricken by lightning bolts. Some towns use Electabuzz in place of lightning rods.

Pidgeot. This Pokémon has a dazzling plumage of beautifully glossy feathers. Many Trainers are captivated by the striking beauty of the feathers on its head, compelling them to choose Pidgeot as their Pokémon.

Hawlucha. Although its body is small, its proficient fighting skills enable it to keep up with big bruisers like Machop and Hariyama.

Altaria. Altaria dances and wheels through the sky among billowing, cotton-like clouds. By singing melodies in its crystal-clear voice, this Pokémon makes its listeners experience dreamy wonderment.

Gourgeist. Singing in eerie voices, they wander town streets on the night of the new moon. Anyone who hears their song is cursed.

Electivire. As its electric charge amplifies, blue sparks begin to crackle between its horns.



CHAPTER 7: PEWTER CITY

TOWN DESCRIPTION

Pewter City is a quiet location nestled in mountains and rocks. There are several places of interest for all trainers, most noticeably the Pokémon gym. Anyone travelling in the mountains is likely to pass through on their journey.

NOTABLE LOCATIONS

PEWTER CITY GYM

The Pewter Gym lies in the northwest of the city. The gym leader, Brock, specializes in rock type Pokémon which are more common in this area due to the mountains surrounding Pewter City. Trainers on their journey will often come to the gym to battle for the Boulder Badge that is given to those strong enough to defeat Brock.

NPC Interaction. Brock is the Gym Leader of Pewter City. He specializes in Rock-type Pokemon. He can occasionally be found cooking at home or training his Pokemon in the nearby mountains.

Quest: Gym Battle - Brock. Brock is the first Gym Leader the trainer(s) can battle for a gym badge. While the trainer may have met Giovanni in Viridian, the trainer(s) were not able to battle him due to the gym being closed for the time being. For a detailed gym encounter, check out the Gym Supplement linked to on the cover of this document.

BROCK'S HOUSE

Brock's House can be found on the eastern side of town. It is the home of the gym leader, Brock. Inside you will find his many siblings that he cares for. If the trainer talks to Brock's siblings they will only talk about how awesome and strong Brock is. Cooking utensils and jars of different berries can be found in his kitchen.

NPC Interaction. Brock is the Gym Leader of Pewter City. He specializes in Rock-type Pokemon. He can occasionally be found cooking at home or training his Pokemon in the nearby mountains. Flint and Lola are Brock's parents. There is a 50/50 chance that they will either tell you a story about Brock's childhood or a tip on how to defeat Brock. Forrest is one of Brock's younger brother's. He is Brock's biggest fan. He can tell you where to find Brock, but would never spill the beans on how to defeat him.

MUSEUM OF SCIENCE

On the northern side of Pewter City lies the popular Museum of Science that attracts many tourists and researchers throughout the year. The Museum is open to the public for a small entry fee and has 2 floors. The first floor contains a collection of interesting rocks as well as some fossils ranging in size. The second floor features a space exhibit with a moon stone protected in a display in the center of the room.

NPC Interaction. Professor Lara works at the Museum of Science. Her office is on the eastern side of the building. She has spent her entire life researching ancient Pokemon and resurrection science. If you bring her a fossil, she will revitalize it into an ancient Pokemon.



Image Credit. TrainerParshen - DeviantArt

FLOWER GARDEN

There is a flower garden on the eastern side of Pewter City.

NPC Interaction. Trace is a childhood friend of the trainer's. Upon seeing you, he will want to see your Pokemon. If you have a bug-type Pokemon he will give you a Net Ball.

Shiny Hoppip. If the trainer goes in to explore the garden, have them roll a d100. On a successful roll of 100, the trainer will encounter a shiny Venonat.

POKEMART

A notice outside the PokéMart states "Beware! Team Rocket has been spotted near Mt Moon! Report any suspicious activity to Officer Jenny!"

Item	Description	Cost
Pokeball	+0 to catch Pokemon	₱250
Potion	Restores 2d4+2 HP	₱200
Antidote	Instantly cures 'Poison' status	₱200
Burn Heal	Instantly cures 'Burn' status	₱200
Awakening	Instantly cures 'Sleeping' status	₱200
Paralyze Heal	Instantly cures 'Paralyzed' status	₱200

IMPORTANT NPCs

NPC	Description
Brock	Pewter City Gym Leader
Flint	Brock's Father
Lola	Brock's Mother
Forrest	One of Brock's Younger Brothers
Professor Lara	Expert on Pokemon Fossils
Trace	Childhood friend of the trainer
Gary Oak	Trainer's Rival
Lady Westerly	Rich woman who loves museums
Paul & Wilma	Townie

NPC INTERACTIONS IN TOWN

Gary Oak. Gary is waiting at the entrance of Pewter City. He will judge you for not having caught enough Pokemon regardless of how many the trainer has caught. Gary will give the trainer a Protein because of how weak the trainer's Pokemon look. *Location: Entrance to Pewter City*

Lady Westerly. Will trade Slowpoke and a Big Pearl for your Haunter. *Location: East of the Pewter Museum of Science*

Paul. Will trade Xatu for your Haunter. *Location: Southwestern most house*

Wilma. Will trade Rapidash for your Gloom. *Location: Entrance to Route 4*

HIDDEN ITEMS

- **Potion:** Hidden in the northeast section
- **Pokeball:** Sitting on a rock just outside of Pewter City
- **Big Pearl:** Held by Lady Westerly
- **Max Revive:** Near the entrance from Route 3
- **Guard Spec:** In the Flower Garden
- **PP Up:** On a shelf in Brock's House

WHAT'S NEXT

The next stage of the adventure continues with part 2, "The Journey through Mt Moon," in which the characters travel through Sabel City to Mt Moon in an attempt to reach Cerulean City. During this section, the trainer(s) will have a major encounter with Team Rocket in Mt Moon and will have the opportunity to battle a 2nd Gym Leader. By the end of part 1, trainer's should reach the 3rd level.

PART 2: THE JOURNEY THROUGH MT MOON

PLOT LINE

In Part 2, the trainer(s) should make their way from Pewter City to Cerulean City via Mt Moon.

Throughout Part 2, the trainer(s) will travel from Pewter City to Sable City and to Cerulean City. Between those cities, trainer's will travel along Route 4, 5, and 6, as well as through Mt Moon. There are a number of 'hidden' locations throughout the campaign. To access these 'hidden' locations check out Appendix A: Unlocking Hidden Environments.

There are _____ challenges the trainer(s) will encounter during Part 2. The trainer(s) will meet Team Rocket in two different locations: Sable City and later on in Mt Moon. The trainer(s) will also have the opportunity to battle the gym leader in Cerulean City. Finally, as the trainer(s) leave Cerulean City to head north, they will be greeted by their rival for another battle.

The Cerulean City Gym has a twist in that the trainer(s) have the choice of battling one of four people. Since the gym leaders of the Cerulean City Gym are four sisters, the trainer(s) through the dungeon crawl will have the opportunity to face one or all of the gym leaders.

Mt Moon and the Cerulean City Gym should be seen as traditional dungeons. Route's 4, 5, and 6 should be seen as traveling through wild lands.

Finally, there are opportunities for the trainer(s) to capture a shiny Geodude and a shiny Clefairy in Part 2.



CHAPTER 8: ROUTE 4

ROUTE DESCRIPTION

The rocky path weaves its way through the landscape, dodging large boulders and slowly following the incline of the mountain towards Sable City. Mt. Moon looks closer than ever now, its overbearing presence shadowing the whole route and all creatures on it from the heat. A few trees lie along the path but most Pokémon in the area make their homes in the natural nooks or small caves.

LENGTH OF ROUTE 4

- Miles: 1.6
- Kilometers: 2.6

NUMBER OF ENCOUNTERABLE TRAINERS: 1

Trainer's Likely to be Encountered: Ace Trainer, Clown, Collector, Coolest Kid in School, Dancer, Depot Agent, Dragon Breeder, Gentleman, Gym Leader-in-Trainer, Hiker, Hunter, Jogger, Juggler, Lady/Rich Boy, Lass, Lone Wolf, Master of None, Mythologist, Park Ranger, Pilot, PokeManiac, Punk, Ranger, Reporter/Cameraman, Scavenger, School Kid, Shiny Hunter, Storyteller, Super Nerd, Triathlete, Youngster, Archaeologist, Backpacker, Black Belt, Construction Worker, Dragon Tamer, Expert, Geologist, Mineralogist

HIDDEN ITEMS:

- **Revive:** In the patch of tall grass at the eastern end of the route.
- **Potion:** South of the ledges.

ROUTE 4: WILD ENCOUNTERS

SR 2	SR 8	SR 10	SR 12+	Encounters
1-13	1-9	1-8	1-7	Mankey
14-26	10-18	9-16	8-14	Geodude
27-38	19-27	17-24	15-21	Koffing
39-47	28-32	25-28	22-25	Spoink
48-56	33-37	29-32	26-28	Minccino
57-68	38-46	33-40	29-35	Clefairy
69-76	47-51	41-44	36-38	Makuhita
77-84	52-56	45-48	39-41	Skiddo
85-92	57-61	49-52	42-44	Drifloon
93-100	62-66	53-56	45-47	Deerling
-	67-71	57-60	48-50	Shuckle
-	72-79	61-67	51-57	Primeape
-	80-87	68-74	58-64	Graveler
-	88-92	75-77	65-67	Hariyama
-	93-100	78-84	68-73	Clefable
-	-	85-87	74-76	Drifblim
-	-	88-90	77-79	Cinccino
-	-	91-97	80-85	Weezing
-	-	98-100	86-88	Sawsbuck
-	-	-	89-91	Grumpig
-	-	-	92-94	Gogoat
-	-	-	97-100	Golem

POKEDEX ENTRIES

Mankey. When Mankey starts shaking and its nasal breathing turns rough, it's a sure sign that it is becoming angry. However, because it goes into a towering rage almost instantly, it is impossible for anyone to flee its wrath.

Geodude. The longer a Geodude lives, the more its edges are chipped and worn away, making it more rounded in appearance. However, this Pokémon's heart will remain hard, craggy, and rough always.

Koffing. If Koffing becomes agitated, it raises the toxicity of its internal gases and jets them out from all over its body. This Pokémon may also overinflate its round body, then explode.

Spoink. Spoink bounces around on its tail. The shock of its bouncing makes its heart pump. As a result, this Pokémon cannot afford to stop bouncing—if it stops, its heart will stop.

Minccino. Minccino greet each other by grooming one another thoroughly with their tails.

Clefairy. On every night of a full moon, groups of this Pokémon come out to play. When dawn arrives, the tired Clefairy return to their quiet mountain retreats and go to sleep nestled up against each other.

Makuhita. Makuhita is tenacious—it will keep getting up and attacking its foe however many times it is knocked down. Every time it gets back up, this Pokémon stores more energy in its body for evolving.

Skiddo. Thought to be one of the first Pokémon to live in harmony with humans, it has a placid disposition.

Drifloon. A Pokémon formed by the spirits of people and Pokémon. It loves damp, humid seasons.

Deerling. Their coloring changes according to the seasons and can be slightly affected by the temperature and humidity as well.

Shuckle. Shuckle quietly hides itself under rocks, keeping its body concealed inside its hard shell while eating berries it has stored away. The berries mix with its body fluids to become a juice.

Primeape. When Primeape becomes furious, its blood circulation is boosted. In turn, its muscles are made even stronger. However, it also becomes much less intelligent at the same time.

Graveler. Graveler grows by feeding on rocks. Apparently, it prefers to eat rocks that are covered in moss. This Pokémon eats its way through a ton of rocks on a daily basis.

Hariyama. Hariyama practices its straight-arm slaps in any number of locations. One hit of this Pokémon's powerful, openhanded, straight-arm punches could snap a telephone pole in two.

Clefable. Clefable moves by skipping lightly as if it were flying using its wings. Its bouncy step lets it even walk on water. It is known to take strolls on lakes on quiet, moonlit nights.

Drifblim. It carries people and Pokémon when it flies. But since it only drifts, it can end up anywhere.

Cinccino. Their white fur feels amazing to touch. Their fur repels dust and prevents static electricity from building up.

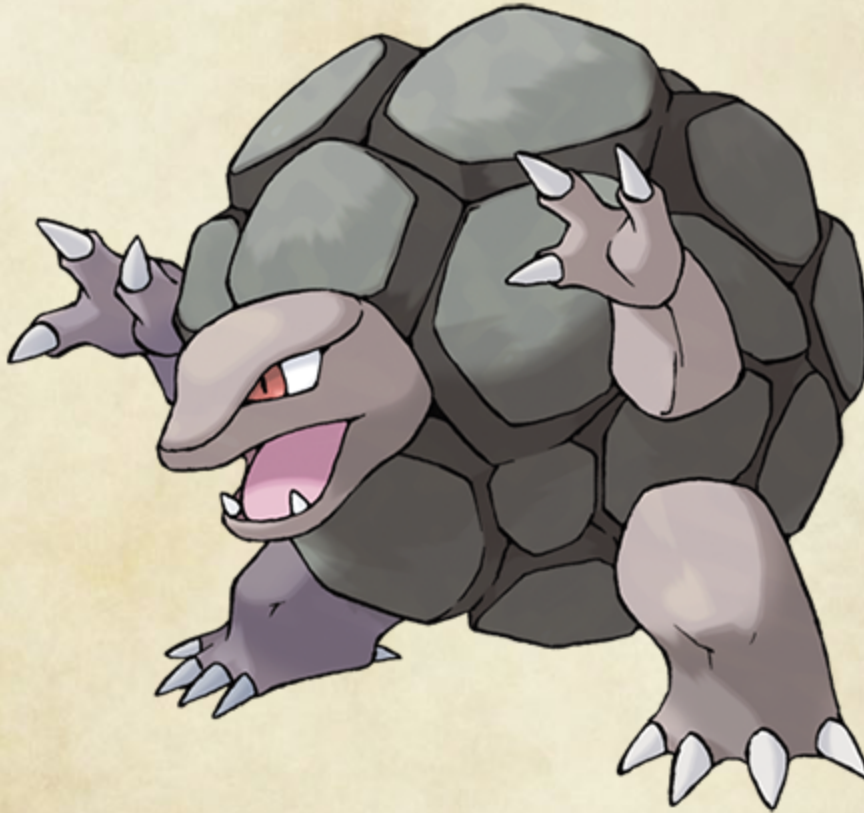
Weezing. Weezing loves the gases given off by rotted kitchen garbage. This Pokémon will find a dirty, unkempt house and make it its home. At night, when the people in the house are asleep, it will go through the trash.

Sawsbuck. They migrate according to the seasons. People can tell the season by looking at Sawsbuck's horns.

Grumpig. Grumpig uses the black pearls on its body to amplify its psychic power waves for gaining total control over its foe. When this Pokémon uses its special power, its snorting breath grows labored.

Gogoat. It can tell how its Trainer is feeling by subtle shifts in the grip on its horns. This empathic sense lets them run as if one being.

Golem. Golem live up on mountains. If there is a large earthquake, these Pokémon will come rolling down off the mountains en masse to the foothills below.



CHAPTER 9: SABLE CITY

TOWN DESCRIPTION

Sable City is nestled at the bottom of the mountains, near Mt. Moon which makes it popular for trainers who are about to go through the mountain. In the center of the city is a large stadium where tournaments are held which is certainly the most prominent and popular feature of the otherwise small location.

NOTABLE LOCATIONS

ROCK LEDGE OUTPOST

Rock Ledge Outpost is located on the outskirts of town. As the name suggests it is a giant, single room outpost that sits on a mountainous rock ledge. While the entrance is visible for all, it is heavily guarded by Team Rocket Grunts.

NPC Interaction. The Outpost is guarded by Team Rocket Grunts. These are trainers who have joined Team Rocket in a desire to steal Pokemon. Their top priority is to keep others out of planning room inside where Team Rocket is cooking up their next devious plan. They won't attack unless provoked or if they sense an outsider causing too much trouble.

Quest: Team Rocket Staging Area. Team Rocket is using this outpost as a staging area for their nefarious project occurring in Mt Moon. Team Rocket has heard that there are rumors of Moon Stones and Ancient Fossils in Mt Moon. Team Rocket is trying to steal as many of the Moon Stones as possible from the Clefairy's that are protecting them.

SABLE CITY BATTLE CENTER

The Sable City Battle Center is known for its 4-trainer tournaments. They occur daily with automatic entrance power given to visiting trainers. The Battle Center is located in the center of town and is a state-of-the-art facility. The arena itself is rocky with boulders and holes dotting the landscape. Every so often, a thick dust cloud will come shooting out of one of the holes. The unlucky Pokemon standing in the area of this dust cloud will be momentarily blinded.

NPC Interaction. The trainer will meet Howie, Oriba, and Carla. **Howie** is a bug-maniac who specializes in bug-type Pokemon capable of learning fighting-type moves. **Oriba** is a punk who specializes in poison- and dark-type Pokemon capable of learning fighting-type moves. **Carla** is a beauty who specializes in Pokemon that use moves that are particularly beautiful or cute.

Battle Center Challenge. The Battle Center Challenge is a 4-trainer tournament. Each trainer will battle the other 3 trainers in succession without resting. The challenge takes place once a day at the Sable City Battle Center.

POKÉMART

Item	Description	Cost
Pokéball	+0 to capture rolls	₱250
Great Ball	+5 to capture rolls	₱500
Potion	Restores 2d4+2 HP	₱200
Candy Bar	Restores 5HP	₱150
Antidote	Instantly cures 'Poison' status	₱200
Burn Heal	Instantly cures 'Burn' status	₱200
Awakening	Instantly cures 'Sleeping' status	₱200
Paralyze Heal	Instantly cures 'Paralyzed' status	₱200
Escape Rope	Use as an automatic success to run away from combat or exit a cave.	₱150
Kit, Mining	Includes pickaxe, shovel, hammer, chisel, pan, hard hat, 30ft of rope, and 2 walkie-talkies. It's everything needed to mine for rare stones, fossils, and hidden items. Add your proficiency modifier to related checks.	₱1000
Flashlight	Casts bright light in a 15-foot cone and dim light for an additional 30 feet. Requires a new energy cell after 4 hours of use.	₱50
Energy Cells	A small flat disc, used to provide energy for various powered objects.	₱20

NPC Interaction. Terrance can be found shopping at the Sable City PokeMart. He is always in the know with the towns hottest gossip. He absolutely knows what Team Rocket is doing in Mt Moon but will need a 'gift' in order to share such dangerous information.

IMPORTANT NPCs

NPC	Description
Butch	Team Rocket Agent
Cassidy	Team Rocket Agent
Terrance	Town gossip
Howie	Bug-maniac who likes to enter competitions
Oriba	Punk who likes to enter competitions
Carla	Beauty who likes to enter competitions

ENCOUNTERS IN SABLE CITY

TEAM ROCKET STAGING AREA

As the trainer(s) approaches the outpost, the Team Rocket Grunt standing guard will ask to see an ID Card. Since the trainer(s) does not have one, have them roll a DC 12+ for persuasion to see if the trainer(s) can make a convincing story as to why they don't and why they should be allowed to enter. If they are unsuccessful in convincing the grunt, the Team Rocket Grunt will attack with an Ekans.

Developments. If the trainer(s) defeat the Team Rocket Grunt guarding the entrance to the outpost, the grunt will go running off into the outpost to warn other members of Team Rocket of your presence. If the trainer(s) lose, then the commanding officers, Butch and Cassidy, will come out and ask what all the ruckus is. Have the trainer(s) explain what is happening with a DC 13+ for persuasion. If they roll a 13+, Butch and Cassidy are convinced that the group is not up to anything and will answer questions. If they roll lower than 13, Butch and Cassidy will attack with a Mankey and Rattata.

If the trainer(s) defeat Butch and Cassidy, Team Rocket will scam leaving documents behind in the outpost that detail their plans for Mt Moon, the plans being that they want to steal all of the Moon Stones and Ancient Fossils found in Mt Moon. The trainer(s) will also find a rudimentary map of Mt Moon.

If the trainer(s) are defeated by Butch and Cassidy, Team Rocket will tell them to get lost, but they will also hint at the massive project occurring in Mt Moon. However, they will be very secretive about it. They might mutter something like, "Those pesky kids need to keep their noses out of our mining business," or something snarky and subtle.

Treasure.

- **Team Rocket Grunt Guard:** ₱150
- **Butch & Cassidy:** ₱500 and information on the Team Rocket Plan in Mt Moon based on a DC10 persuasion roll.

Awarding Experience.

- **Ekans:** 100 XP
- **Mankey:** 200 XP
- **Rattata:** 150 XP

BATTLE CENTER CHALLENGE

The Battle Center Challenge is a 4-trainer tournament. Each trainer will battle the other 3 trainers in succession without resting. Each trainer may choose 3 Pokemon, but will only be able to use those 1 Pokemon for each round. The trainer(s) must register the 3 Pokemon they will use before the Challenge begins.

Howie, Oriba, and Carla can be fought in any order, see the trainer supplement for a more detailed understanding of each trainer type. If there is more than 1 trainer in your party, take out any of the three fill in trainer's (Howie, Oriba, Carla) so that the player's can compete against each other.

If there is a tie during a battle, the round moves into sudden death. The Pokemon who does the most damage on their next move wins.

Place	# of Wins	Prize	XP Points
1st	3	₱2000 + Egg	500
2nd	2	₱1000 + Potion	300
3rd	1	₱500	100
4th	0	Nothing	None



CHAPTER 10: ROUTE 5

ROUTE DESCRIPTION

Sloping its way out of Sable City, the path darts around larger and larger boulders as it reaches for Mt. Moon which stands tall at the end of the path. Next to Sable City is a large area of long grass with trees to the side. The sound of Pokémon running around in the gravel and grass softens as you get nearer to the entrance of Mt. Moon, a large archway in the rock that quickly fades to darkness.

LENGTH OF ROUTE 5

- Miles: 3.6
- Kilometers: 5.8

NUMBER OF ENCOUNTERABLE TRAINERS: 4

Trainer's Likely to be Encountered: Ace Trainer, Clown, Collector, Coolest Kid in School, Dancer, Depot Agent, Dragon Breeder, Gentleman, Gym Leader-in-Trainer, Hiker, Hunter, Jogger, Juggler, Lady/Rich Boy, Lass, Lone Wolf, Master of None, Mythologist, Park Ranger, Pilot, PokeManiac, Punk, Ranger, Reporter/Cameraman, Scavenger, School Kid, Shiny Hunter, Storyteller, Super Nerd, Triathlete, Youngster, Archaeologist, Backpacker, Black Belt, Construction Worker, Dragon Tamer, Expert, Geologist, Mineralogist

HIDDEN ITEMS

- **Ether:** Guarded by a trio of Drifloon near a large boulder.
- **Potion:** Covered by some dirt and small pebbles.
- **Pokeball:** Painted to look like a Roggenrola. A duo of Roggenrola are playing with it.

NOTABLE LOCATIONS

MOUNTAIN-SIDE COTTAGE

There is a small cottage near the entrance to Mt Moon. A kind, old woman named Greta lives here who will offer to heal the trainer's Pokemon. She will tell the trainer(s) that she has seen several Team Rocket Grunts enter the cave.

ROCK GARDEN

On the left side of Greta's Cottage is a rock garden. The garden is characterized by granite statues of Pokemon with small cacti resting underneath.

Shiny Geodude. If the trainer(s) enters the rock garden, have them roll a d100. On a natural 99-100, the trainer(s) will encounter a shiny Geodude.



Image Credit. TrainerParshen - DeviantArt

POKEDEX ENTRIES

Mankey. When Mankey starts shaking and its nasal breathing turns rough, it's a sure sign that it is becoming angry. However, because it goes into a towering rage almost instantly, it is impossible for anyone to flee its wrath.

Geodude. The longer a Geodude lives, the more its edges are chipped and worn away, making it more rounded in appearance. However, this Pokémon's heart will remain hard, craggy, and rough always.

Koffing. If Koffing becomes agitated, it raises the toxicity of its internal gases and jets them out from all over its body. This Pokémon may also overinflate its round body, then explode.

Spoink. Spoink bounces around on its tail. The shock of its bouncing makes its heart pump. As a result, this Pokémon cannot afford to stop bouncing—if it stops, its heart will stop.

Roggenrola. Its ear is hexagonal in shape. Compressed underground, its body is as hard as steel.

Clefairy. On every night of a full moon, groups of this Pokémon come out to play. When dawn arrives, the tired Clefairy return to their quiet mountain retreats and go to sleep nestled up against each other.

Makuhita. Makuhita is tenacious—it will keep getting up and attacking its foe however many times it is knocked down. Every time it gets back up, this Pokémon stores more energy in its body for evolving.

Skiddo. Thought to be one of the first Pokémon to live in harmony with humans, it has a placid disposition.

Drifloon. A Pokémon formed by the spirits of people and Pokémon. It loves damp, humid seasons.

Deerling. Their coloring changes according to the seasons and can be slightly affected by the temperature and humidity as well.

Shuckle. Shuckle quietly hides itself under rocks, keeping its body concealed inside its hard shell while eating berries it has stored away. The berries mix with its body fluids to become a juice.

Primeape. When Primeape becomes furious, its blood circulation is boosted. In turn, its muscles are made even stronger. However, it also becomes much less intelligent at the same time.

Graveler. Graveler grows by feeding on rocks. Apparently, it prefers to eat rocks that are covered in moss. This Pokémon eats its way through a ton of rocks on a daily basis.

Hariyama. Hariyama practices its straight-arm slaps in any number of locations. One hit of this Pokémon's powerful, openhanded, straight-arm punches could snap a telephone pole in two.

Boldore. Because its energy was too great to be contained, the energy leaked and formed orange crystals.

ROUTE 5: WILD ENCOUNTERS

SR 2	SR 8	SR 10	SR 12+	Pokemon
1-13	1-9	1-8	1-7	Mankey
14-26	10-18	9-16	8-14	Geodude
27-38	19-27	17-24	15-21	Koffing
39-47	28-32	25-28	22-24	Spook
48-56	33-37	29-32	25-27	Roggenrola
57-68	38-46	33-40	28-34	Clefairy
69-76	47-51	41-44	35-37	Makuhita
77-84	52-56	45-48	38-40	Skiddo
85-92	57-60	49-52	41-43	Drifloon
93-100	61-64	53-56	44-46	Deerling
-	65-68	57-60	47-49	Shuckle
-	69-76	61-67	50-56	Primeape
-	77-84	68-74	57-63	Graveler
-	85-88	75-77	64-66	Hariyama
-	89-92	78-80	67-69	Boldore
-	93-100	81-87	70-75	Clefable
-	-	88-90	76-78	Drifblim
-	-	91-97	79-84	Weezing
-	-	98-100	85-87	Sawsbuck
-	-	-	88-90	Grumpig
-	-	-	91-92	Gogoat
-	-	-	93-98	Golem
-	-	-	99-100	Gigalith

POKEDEX ENTRIES (CONT.)

Clefable. Clefable moves by skipping lightly as if it were flying using its wings. Its bouncy step lets it even walk on water. It is known to take strolls on lakes on quiet, moonlit nights.

Drifblim. It carries people and Pokémon when it flies. But since it only drifts, it can end up anywhere.

Weezing. Weezing loves the gases given off by rotted kitchen garbage. This Pokémon will find a dirty, unkempt house and make it its home. At night, when the people in the house are asleep, it will go through the trash.

Sawsbuck. They migrate according to the seasons. People can tell the season by looking at Sawsbuck's horns.

Grumpig. Grumpig uses the black pearls on its body to amplify its psychic power waves for gaining total control over its foe. When this Pokémon uses its special power, its snorting breath grows labored.

Gogoat. It can tell how its Trainer is feeling by subtle shifts in the grip on its horns. This empathic sense lets them run as if one being.

Golem. Golem live up on mountains. If there is a large earthquake, these Pokémon will come rolling down off the mountains en masse to the foothills below.

Gigalith. The solar rays it absorbs are processed in its energy core and fired as a ball of light.

CHAPTER 11: MT MOON

CAVE DESCRIPTION

With jagged and steep edges, Mt. Moon is difficult to climb so trainers must travel through the labyrinth of caves inside. There are tales of glowing rocks deep in the caves that came from outer space called Moon Stones which supposedly have special evolution properties. Both small and large creatures have said to be seen and the large network of tunnels could lead you anywhere from damp pools to undiscovered crystals. Many features underneath the mountain are yet to be uncovered, making it the perfect ground for explorers. Legends tell of a rare Pokémon that lives within called Clefairy.

TRAVELING THROUGH MT MOON

Mt Moon is your typical cave system. DMs should think of it as a traditional D&D dungeon. Each zone is described below with NPCs, hidden items, and encounterable trainers. Depending on your group the DM can either set up specific encounters or have the trainer(s) roll for wild encounters. The wild encounter table is on the next page. A map of Mt Moon is on the following page as well.

The DM can make this as challenging as they see fit. If the trainer(s) faints/dies in Mt Moon, Greta will find them and immediately med-evac them to Sable City for treatment.

Trainer's Likely to be Encountered: Ace Trainer, Clown, Collector, Coolest Kid in School, Dancer, Depot Agent, Dragon Breeder, Gentleman, Gym Leader-in-Trainer, Hiker, Hunter, Jogger, Juggler, Lady/Rich Boy, Lass, Lone Wolf, Master of None, Mythologist, Park Ranger, Pilot, PokeManiac, Punk, Ranger, Reporter/Cameraman, Scavenger, School Kid, Shiny Hunter, Storyteller, Super Nerd, Triathlete, Youngster, Artist, Black Belt, Burglar, Camper/Picknicker, Cold Man, Cultist, Doctor, Expert, Guitarist, Hex Maniac, Painter, Psychic, Scientist, Spy, Veteran, Archaeologist, Cultist, Expert, Geologist, Mineralogist, Ruin Maniac

QUEST: TEAM ROCKET

There have been rumors of rare and valuable fossils being found in the deepest parts of Mt. Moon. Team Rocket operatives Jessie and James followed these rumors and confirmed the presence of fossils to their superiors. Team Rocket has set up mining operations to collect fossils, and put Jessie and James in charge of it.

Team Rocket has little to no interest in paleontology. Their intention is to sell fossils on the black market to collectors. They're intentionally destroying many of the fossils they find to increase the rarity of the ones they intend to sell. Similarly, many fossils that are not especially marketable (such as coprolites) are also being destroyed.

If you chose to do Oak's Parcel, then Jessie and James are the same grunts the players fought during that adventure.

ROLE PLAYING TEAM ROCKET GRUNTS

Team Rocket is an organized gang of Pokémon Trainers. Rocket Grunts are typically Lawful Evil, obeying their boss' leadership without question. In battle, they are cowardly and unsportsmanlike, and show little to no concern for their own Pokémon. They abuse Pokémon into submission, and kill Pokémon that strategy doesn't work on.

If defeated, Rocket Grunts will attempt to flee. If cornered, they will attack with their whips. If they defeat the player's Pokémon, they will generally allow the player to flee. If the player refuses to flee, they will attack them and attempt to knock them out. The player will wake up, their Pokémon all stolen, in the nearest town.

However, except in the most extreme circumstances, they will not outright kill the trainer(s). Many of Team Rocket's operations are known by the police, but the police reluctantly turn a blind eye to most of them, deeming intervention to be too dangerous. If people are dying, however, then the police have no choice but to intervene.

ROLE PLAYING JESSIE & JAMES

Like the rest of Team Rocket, Jessie and James are crooks. However, they probably chose the wrong career to get into. They are typically much less cruel than their colleagues, and treat their own Pokémon relatively well. They look down on other criminals who poach Pokémon or who resort to violence too quickly in their eyes.

They consider their standards signs of professionalism, and to some extent skill (operating under a logic akin to "anyone can mug someone, but pickpocketing and con artistry are talents"). In truth, though, their standards are at best a sign of them not understanding what kind of organization they've joined; and outright hypocrisy at worst—they abandon their ideals pretty quickly.

They idolize their boss, Giovanni, and seek to impress him and rise up the ranks of their organization. They have rather naive views on their own importance in their organization—they are considered very disposable by their superiors. Technically speaking, they do outrank the common Rocket Grunt, but in practice their rank is due to being "kicked upstairs". Their position as special agents is an excuse to give them "special missions" that are wild goose-chases to keep them away from Team Rocket's more important operations so that they don't screw them up—not that they don't show up often anyway.



FLOOR 1

Team Rocket does not operate on this floor of the dungeon. There are legitimate trainers looking for wild pokemon here, some of which suspect something may be going on. However, Jessie and James are currently hanging around near the entrance.

ZONE 1

Zone 1 is the entrance to the cave. There are 4 hanging lanterns by the entrance. Other than that the trainer(s) will need some sort of light to make it through (flashlight or from Pokemon who naturally emit light). Zone 1 leads to Zone 2 in the west and Zone 3 in the east.

Here you'll see Jessie and James standing in front of a sign. Read the following aloud:

You see a male and female Rocket Grunt in white clothing speaking to each other. The male says "So what do you think The Boss will give us once we deliver him the fossils?"

The female one smiles and is about to answer, before noticing you. She then says "Eavesdropping Twerps!" angrily before her and her partner run off deeper into the cave.

ZONE 2

Zone 2 is a dead end; however, there are interesting rock features that add to the cavern.

NPCs:

The encounterable trainer, Kent, in this section has suspicions of Team Rocket's activity in the region and believes the player may be one of them. A DC 14 charisma (persuasion) check will convince him otherwise. If not, he will attack the player. If defeated, he will flee and be too scared to alert the authorities.

TRAINER'S LIKELY TO BE ENCOUNTERED: 1

ZONE 3

Coming westward from Zone 1, Zone 3 if the trainer continues east leads into Zone 4.

NPCs:

The encounterable trainer, Evelyn, here will offer to challenge the player for a wager of ₱160.

TRAINER'S LIKELY TO BE ENCOUNTERED: 1

HIDDEN ITEMS:

- **Potion:** Behind the large rock feature in the northwestern corner.

ZONE 4

Zone 4 goes in three different locations. In the west is the path to Zone 3. In the south, the path leads into Zone 6. To the east, the path continues into Zone 7. There are a few boulders in Zone 4. You can find a ladder in this zone going down a shaft all the way to Zone 11.

ZONE 5

Zone 5 is a dead end with interesting rock features. The only way into and out of Zone 5 is through the small passageway leading to Zone 6.

NPCs:

The encounterable trainer, Jovan, here is looking for fossils. He's heard rumors of Team Rocket being here, and is scared of going any further. He will offer to battle for a wager of ₱275.

TRAINER'S LIKELY TO BE ENCOUNTERED: 1

HIDDEN ITEMS:

- **Great Ball:** In some rubble in the northwestern corner.

ZONE 6

Zone 6 connects in the northwest to Zone 4. In the northeast it connects to Zone 7. Going west in Zone 6 will take the trainer(s) to Zone 5.

NPCs:

The encounterable trainer, Robby, here will offer to battle for a wager of ₱120. Robby will complain about litter bugs dropping stuff, and will thank you for picking up the hidden potion. He will offer ₱75 to buy it from you.

TRAINER'S LIKELY TO BE ENCOUNTERED: 1

HIDDEN ITEMS:

- **Potion:** Dropped in the sand in the southwestern corner.

ZONE 7

This is an empty cavern, with the exception of a few Zubats. To the west it leads back into Zone 4. To the north it leads into the expansive Zone 8. To the south it leads into Zone 6.

HIDDEN ITEMS:

- If the player makes a DC 13 Wisdom (Perception) check, they can find an Escape Rope someone dropped.

ZONE 8

This wide open cavern is mostly empty, with the exception of what looks like a dig site. There are three, huge, stone pillars that have been seemingly carved out of the rock walls for stability purposes.

TRAINER'S LIKELY TO BE ENCOUNTERED: 1

SHINY ZUBAT ENCOUNTER

If the player explores the three stone pillars have them roll a d100. On a natural 91+, they encounter a Shiny Zubat.

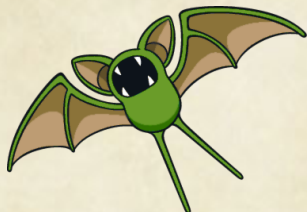


Image Credit. TrainerParshen - DeviantArt

MINING AREA

In the southern section of Zone 8, it looks as if people have been mining for fossils or rare stones. If the trainer(s) have mining tools, they can use them here to dig for fossils or rare stones. Here is a d20 table to see what they retrieve. Have the trainer(s) use their Dexterity modifier.

d20	Loot
1-13	Fossilized Coprolite (feces)
14-15	Gen I Fossil
16	Gen III Fossil
17	Gen IV Fossil
18	Gen V Fossil
19	Gen VI Fossil
20	Moon Stone

HIDDEN ITEMS:

- **Dusk Ball:** Hidden in the sand in the northeastern corner

ZONE 9

Down this hallway is another ladder going down a shaft leading to Zone 12. The end of this hallway leads to Zone 10 in the west.

TRAINER'S LIKELY TO BE ENCOUNTERED: 1

ZONE 10

There is a ladder in this cavern that leads down a shaft to Zone 13.

NPCs:

The encounterable trainer, Horus, here is startled as the players approach.

TRAINER'S LIKELY TO BE ENCOUNTERED: 1

FLOOR 2

Floor 2 is inhabited by Team Rocket Grunts and their devious plan.

SHINY CLEFAIRY ENCOUNTER

In Zone's 11-15, whenever a trainer encounters a wild Pokemon have them roll a d100 before they roll for encounter. 1-75 have them roll on the encounter table. 76-95 they encounter a Clefairy. 96-100 they encounter a shiny Clefairy.

ZONE 11

This room has a lone, Team Rocket Grunt taking a smoke break. He will warn the player(s) once to leave, then battle them if they refuse. They have a Sandshrew, a Rattata, and a Zubat.

The ladder leads back to Zone 4.

HIDDEN ITEMS:

- **Rare Candy:** Past the Team Rocket Grunt, upstairs onto a stage-looking platform in a chest.

ZONE 12

This area has a Team Rocket Grunt in the process of attempting to dig out fossils resembling sea shells. Like the Grunt in Zone 11, he tells the trainer(s) once to leave and attacks if they do not. He has an Ekans and a Paras.

The ladder leads back to Zone 9.

ZONE 13

The stairways leading down contain a Team Rocket Grunt who is in the process of destroying fossils that Team Rocket has decided not to sell by smashing them with a sledgehammer. He attacks the player(s) on-sight with a 2 Zubat.

The ladder leads back to Zone 10.

HIDDEN ITEMS:

- **Moon Stone:** A pile of rubble that the Grunt has seemingly smashed.

ZONE 14

Down this way is an empty corridor with little to nothing in it. A random wild pokemon encounter might be appropriate here. At the end of the corridor stands a Level 3 Rocket Grunt with a Rattata and a Zubat.

HIDDEN ITEMS:

- **Moon Stone:** Southeast corner in a rock pile.



DRILL-HORN

Large Vehicle (Steel and Rock Type), Lawful Evil

Armor Class 18 (natural armor)

Hit Points 28 (3d10+12)

Speed 50 ft, burrow 10ft

STR **DEX** **CON** **INT** **WIS** **CHA**

18 (+4) 14 (+2) 18 (+4) 14 (+2) 8 (-1) 14 (+2)

Saving Throws Str +6, Con +6

Skills Arcana +4, Intimidation +4

Damage Vulnerabilities Fighting, Ground, Water, Fire

Damage Resistances Rock, Bug, Psychic, Ice, Dragon, Fairy, Normal, Flying

Damage Immunities Poison

Condition Immunities Poisoned, Prone

Senses Passive Perception 9

Languages Languages

Challenge 3 (700 XP)

Treaded Vehicle. The Drill-Horn ignores difficult terrain.

Damage Threshold. When the Drill horn takes damage, if it takes 5 or less damage, it ignores the damage altogether.

General Ability Description. General Attack Description

Actions

Mining Drill. *Melee Weapon Attack:* +6 to hit, reach 5ft, one target. *Hit:* 20 (3d10+4) Steel damage.

Stalactite Rain. This attack can only be used inside a cave or a similar area.

The Drill-Horn moves 20 feet into a stone wall. Bits of the ceiling fall in a 10-foot radius of a point The Drill-Horn chooses within 90 feet of it. All creatures within that point must make a DC 14 dexterity saving throw or take 3d8 Rock Damage, or half that on a successful save.

ZONE 15

In this zone, there is a super nerd named Miguel who snuck past Team Rocket trying to collect fossils for research purposes. He was caught by Jessie and James. When the players arrive, they find him battling the two operatives. Read the following aloud:

You see a Super Nerd battling Jessie and James in front of a strange tracked vehicle resembling a Rhynoh. Jessie shouts "Those fossils are ours!", to which the Nerd retorts "They belong in a museum!"

Upon seeing the player(s), Jessie and James both enter the Drill Tank. If there is only one player, then they recall their Pokemon. However, if approached by more than two Trainers (including Miguel), they keep their Pokemon out. Their Pokemon move on their own initiative.

James is at least a level 2 Grunt and has the following Pokemon: Grimer, Koffing.

Jessie is at least a level 2 Grunt and has the following Pokemon: Ekans, Meowth.

The ladder in this zone leads to the exit.



Image Credit. TrainerParshen - DeviantArt

DEFEATING TEAM ROCKET:

Upon defeating Jessie and James, the two operatives will jump out of their vehicle. They will both shout "Team Rocket's blasting off again!" before tossing smoke grenades that blind their opponents and fleeing. After the smoke clears and they've fled, Miguel will see two fossils that have been dug up: A helix fossil and a dome fossil. He will offer to give one to the trainer(s), but will keep the other.

LOSING TO JESSIE AND JAMES:

Jessie and James will allow The Trainer to flee if they so choose. If the Trainer does not, they will knock them out and, like with other grunts, steal their pokemon and drop them off at the nearest town (Cerulean). They will continue their operations and steal all the fossils present, denying The Trainer the chance to get their hands on one.

AFTERMATH:

Any Grunts that haven't fled yet will now do so. Jessie and James will report their failure to their boss, Giovanni. Giovanni initially intends to see the player(s) punished, but Jessie and James will persuade him that the player(s) would make excellent Rocket Grunt(s). They will be sent to Nugget Bridge to try to recruit them.

The trainer(s), after talking with Miguel, should exit the cave via the ladder in this zone. The ladder will take them to the cave's exit as it opens up to Route 6.

MT MOON: FLOOR 1 WILD ENCOUNTERS

SR 2	SR 8	SR 10+	Pokemon
1-14	1-8	1-5	Whismur
15-34	9-18	6-14	Zubat
35-54	19-28	15-23	Sandshrew
55-74	29-38	24-32	Geodude
75-87	39-46	33-37	Roggenrola
88-100	47-54	38-42	Dwebble
-	55-62	43-47	Loudred
-	63-72	48-56	Graveler
-	73-82	57-64	Sandslash
-	83-92	65-72	Golbat
-	93-100	73-76	Boldore
-	-	77-80	Crustle
-	-	81-84	Exploud
-	-	85-92	Golem
-	-	93-96	Crobat
-	-	97-100	Gigalith

POKEDEX ENTRIES

Whismur. Normally, Whismur's voice is very quiet—it is barely audible even if one is paying close attention. However, if this Pokémon senses danger, it starts crying at an earsplitting volume.

Zubat. Zubat remains quietly unmoving in a dark spot during the bright daylight hours. It does so because prolonged exposure to the sun causes its body to become slightly burned.

Sandshrew. Sandshrew's body is configured to absorb water without waste, enabling it to survive in an arid desert. This Pokémon curls up to protect itself from its enemies.

Geodude. The longer a Geodude lives, the more its edges are chipped and worn away, making it more rounded in appearance. However, this Pokémon's heart will remain hard, craggy, and rough always.

Roggenrola. Its ear is hexagonal in shape. Compressed underground, its body is as hard as steel.

Dwebble. It makes a hole in a suitable rock. If that rock breaks, the Pokémon remains agitated until it locates a replacement.

Loudred. Loudred's bellowing can completely decimate a wood-frame house. It uses its voice to punish its foes. This Pokémon's round ears serve as loudspeakers.

Graveler. Graveler grows by feeding on rocks. Apparently, it prefers to eat rocks that are covered in moss. This Pokémon eats its way through a ton of rocks on a daily basis.

Sandslash. Sandslash's body is covered by tough spikes, which are hardened sections of its hide. Once a year, the old spikes fall out, to be replaced with new spikes that grow out from beneath the old ones.

Golbat. Golbat loves to drink the blood of living things. It is particularly active in the pitch black of night. This Pokémon flits around in the night skies, seeking fresh blood.

Boldore. Because its energy was too great to be contained, the energy leaked and formed orange crystals.

Crustle. It possesses legs of enormous strength, enabling it to carry heavy slabs for many days, even when crossing arid land.

Exploud. Exploud triggers earthquakes with the tremors it creates by bellowing. If this Pokémon violently inhales from the ports on its body, it's a sign that it is preparing to let loose a huge bellow.

Golem. Golem live up on mountains. If there is a large earthquake, these Pokémon will come rolling down off the mountains en masse to the foothills below.

Crobat. If this Pokémon is flying by fluttering only a pair of wings on either the forelegs or hind legs, it's proof that Crobat has been flying a long distance. It switches the wings it uses if it is tired.

Gigalith. The solar rays it absorbs are processed in its energy core and fired as a ball of light.

MT MOON: FLOOR 2 WILD ENCOUNTERS

SR 2	SR 8	SR 10+	Pokemon
1-25	1-12	1-8	Paras
26-38	13-17	9-13	Joltik
38-63	18-29	14-21	Machop
64-88	30-41	22-29	Clefairy
89-100	42-46	30-34	Ferroseed
-	47-58	35-42	Machoke
-	59-69	43-49	Parasect
-	70-74	50-54	Sableye
-	75-79	55-59	Mawile
-	80-90	60-66	Clefable
-	91-95	67-71	Galvantula
-	96-100	72-76	Heatmor
-	-	77-81	Ferrothorn
-	-	82-88	Onix
-	-	89-95	Machamp
-	-	96-100	Steelix

POKEDEX ENTRIES

Paras. Paras has parasitic mushrooms growing on its back called tochukaso. They grow large by drawing nutrients from this Bug Pokémon host. They are highly valued as a medicine for extending life.

Joltik. Since it can't generate its own electricity, it sticks onto large-bodied Pokémon and absorbs static electricity.

Machop. Machop's muscles are special—they never get sore no matter how much they are used in exercise. This Pokémon has sufficient power to hurl a hundred adult humans.

Clefairy. On every night of a full moon, groups of this Pokémon come out to play. When dawn arrives, the tired Clefairy return to their quiet mountain retreats and go to sleep nestled up against each other.

Ferroseed. When threatened, it attacks by shooting a barrage of spikes, which gives it a chance to escape by rolling away.

Machoke. Machoke's thoroughly toned muscles possess the hardness of steel. This Pokémon has so much strength, it can easily hold aloft a sumo wrestler on just one finger.

Parasect. Parasect is known to infest large trees en masse and drain nutrients from the lower trunk and roots. When an infested tree dies, they move onto another tree all at once.

Sableye. Sableye lead quiet lives deep inside caverns. They are feared, however, because these Pokémon are thought to steal the spirits of people when their eyes burn with a sinister glow in the darkness.

Mawile. Mawile's huge jaws are actually steel horns that have been transformed. Its docile-looking face serves to lull its foe into letting down its guard. When the foe least expects it, Mawile chomps it with its gaping jaws.

Clefable. Clefable moves by skipping lightly as if it were flying using its wings. Its bouncy step lets it even walk on water. It is known to take strolls on lakes on quiet, moonlit nights.

Galvantula. They employ an electrically charged web to trap their prey. While it is immobilized by shock, they leisurely consume it.

Heatmor. Using their very hot, flame-covered tongues, they burn through Durant's steel bodies and consume their insides.

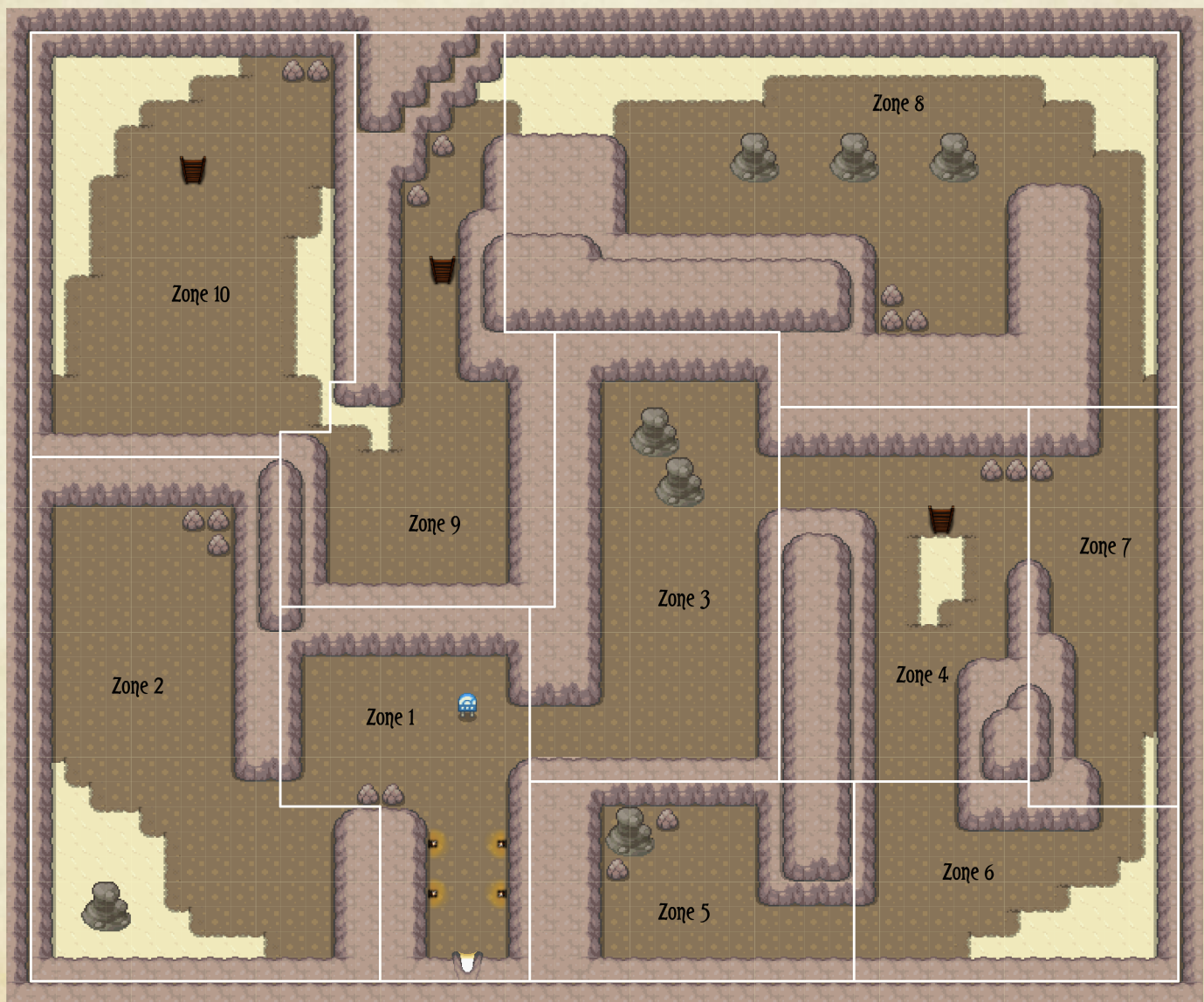
Ferrothorn. By swinging around its three spiky feelers and shooting spikes, it can obliterate an opponent.

Onix. Onix has a magnet in its brain. It acts as a compass so that this Pokémon does not lose direction while it is tunneling. As it grows older, its body becomes increasingly rounder and smoother.

Machamp. Machamp has the power to hurl anything aside. However, trying to do any work requiring care and dexterity causes its arms to get tangled. This Pokémon tends to leap into action before it thinks.

Steelix. Steelix lives even further underground than Onix. This Pokémon is known to dig toward the earth's core. There are records of this Pokémon reaching a depth of over six-tenths of a mile underground.

MT MOON FLOOR 1 MAP



MT MOON FLOOR 2 MAP



CHAPTER 12: ROUTE 6

ROUTE DESCRIPTION

The distinct scent of the caves fade away as you exit Mt. Moon into the sunlight once more, the path swerves north and south as it heads down the base of the mountain. This path is infamous for the Geo Drop at the end, a large ledge that trainers must climb down to reach Cerulean City which you can see sprawling out in the distance. Just below the Geo Drop, a river appears to come out of the mountain leading into Cerulean City. You can see many Pokémon enjoying the landscape as they climb large boulders or roll down slopes, creating a noisy and busy environment.

LENGTH OF ROUTE 6

- Miles: 5
- Kilometers: 8

HIDDEN ITEMS

- **Great Ball:** Resting on top of a sleeping Lotad.
- **Super Potion:** Hidden under a pile of rocks.
- **Revive:** Inside a box marked 'Trick or Treat'.

NUMBER OF ENCOUNTERABLE TRAINERS: 4

Trainer's Likely to be Encountered: Ace Trainer, Clown, Collector, Coolest Kid in School, Dancer, Depot Agent, Dragon Breeder, Gentleman, Gym Leader-in-Trainer, Hiker, Hunter, Jogger, Juggler, Lady/Rich Boy, Lass, Lone Wolf, Master of None, Mythologist, Park Ranger, Pilot, PokeManiac, Punk, Ranger, Reporter/Cameraman, Scavenger, School Kid, Shiny Hunter, Storyteller, Super Nerd, Triathlete, Youngster, Archaeologist, Bird Keeper, Black Belt, Body Builder, Construction Worker, Dragon Tamer, Engineer, Geologist, Mineralogist, Beauty, Fisher, Swimmer

THELMA & LOUISE'S HOUSE

Just before the Geo Drop, trainer's will find Thelma & Louise's House. They are a nice Bed & Breakfast that charges ₱50 a stay. Included in this stay is full rest for Pokemon and Trainers, 2 candy bars, and any mending of tools or clothing that might have been damaged on the way through Mt Moon.

SHINY MAGIKARP

Behind Thelma & Louise's House is a small pond. If the trainer(s) go explore it have them roll a d100. On a natural 100 they will encounter a shiny Magikarp.

ROUTE 6: MOUNTAINOUS/GRASSY WILD ENCOUNTERS

SR 2	SR 8	SR 10	SR 12+	Pokemon
1-10	1-5	1-5	1-4	Hoppip
11-19	6-10	6-10	5-8	Numel
20-34	11-20	11-19	9-16	Mankey
35-49	21-30	20-28	17-23	Geodude
50-64	31-40	29-37	24-30	Clefairy
65-73	41-45	38-41	31-34	Pancham
74-82	46-50	42-45	35-38	Spinda
83-91	51-55	46-49	39-42	Buneary
92-100	56-60	50-53	43-46	Deerling
-	61-65	54-57	47-50	Shuckle
-	66-75	58-66	51-57	Primeape
-	76-85	67-75	58-64	Graveler
-	86-90	76-79	65-68	Skiploom
-	91-100	80-88	69-75	Clefable
-	-	89-92	76-79	Camerupt
-	-	93-96	80-83	Lopunny
-	-	97-100	84-87	Sawsbuck
-	-	-	88-90	Pangoro
-	-	-	91-97	Golem
-	-	-	98-100	Jumpluff

POKEDEX ENTRIES

Hoppip. This Pokémon drifts and floats with the wind. If it senses the approach of strong winds, Hoppip links its leaves with other Hoppip to prepare against being blown away.

Numel. Numel is extremely dull witted—it doesn't notice being hit. However, it can't stand hunger for even a second. This Pokémon's body is a seething cauldron of boiling magma.

Mankey. When Mankey starts shaking and its nasal breathing turns rough, it's a sure sign that it is becoming angry. However, because it goes into a towering rage almost instantly, it is impossible for anyone to flee its wrath.

Geodude. The longer a Geodude lives, the more its edges are chipped and worn away, making it more rounded in appearance. However, this Pokémon's heart will remain hard, craggy, and rough always.

Clefairy. On every night of a full moon, groups of this Pokémon come out to play. When dawn arrives, the tired Clefairy return to their quiet mountain retreats and go to sleep nestled up against each other.

Pancham. It does its best to be taken seriously by its enemies, but its glare is not sufficiently intimidating. Chewing on a leaf is its trademark.

Spinda. All the Spinda that exist in the world are said to have utterly unique spot patterns. The shaky, tottering steps of this Pokémon give it the appearance of dancing.

Buneary. Its ears are always rolled up. They can be forcefully extended to shatter even a large boulder.

Deerling. Their coloring changes according to the seasons and can be slightly affected by the temperature and humidity as well.

Shuckle. Shuckle quietly hides itself under rocks, keeping its body concealed inside its hard shell while eating berries it has stored away. The berries mix with its body fluids to become a juice.

Primeape. When Primeape becomes furious, its blood circulation is boosted. In turn, its muscles are made even stronger. However, it also becomes much less intelligent at the same time.

Graveler. Graveler grows by feeding on rocks. Apparently, it prefers to eat rocks that are covered in moss. This Pokémon eats its way through a ton of rocks on a daily basis.

Skiploom. Skiploom's flower blossoms when the temperature rises above 64 degrees Fahrenheit. How much the flower opens depends on the temperature. For that reason, this Pokémon is sometimes used as a thermometer.

Clefable. Clefable moves by skipping lightly as if it were flying using its wings. Its bouncy step lets it even walk on water. It is known to take strolls on lakes on quiet, moonlit nights.

Camerupt. Camerupt has a volcano inside its body. Magma of 18,000 degrees Fahrenheit courses through its body. Occasionally, the humps on this Pokémon's back erupt, spewing the superheated magma.

Lopunny. Extremely cautious, it quickly bounds off when it senses danger.

Sawsbuck. They migrate according to the seasons. People can tell the season by looking at Sawsbuck's horns.

Pangoro. Although it possesses a violent temperament, it won't put up with bullying. It uses the leaf in its mouth to sense the movements of its enemies.

Golem. Golem live up on mountains. If there is a large earthquake, these Pokémon will come rolling down off the mountains en masse to the foothills below.

Jumpluff. Jumpluff rides warm southern winds to cross the sea and fly to foreign lands. The Pokémon descends to the ground when it encounters cold air while it is floating.

ROUTE 6: RIVER WILD ENCOUNTERS

SR 2	SR 5	SR 8+	Encounters
1-30	1-18	1-15	Poliwag
31-60	19-36	16-30	Magikarp
61-80	37-46	31-38	Wooper
81-100	47-56	39-46	Corphish
-	57-73	47-61	Poliwhirl
-	74-90	62-76	Farfetch'd
-	91-100	77-84	Crawdaunt
-	-	85-92	Quagsire
-	-	93-100	Politoed

POKEDEX ENTRIES

Poliwag. Poliwag has a very thin skin. It is possible to see the Pokémon's spiral innards right through the skin. Despite its thinness, however, the skin is also very flexible. Even sharp fangs bounce right off it.

Magikarp. Magikarp is a pathetic excuse for a Pokémon that is only capable of flopping and splashing. This behavior prompted scientists to undertake research into it.

Wooper. Wooper usually lives in water. However, it occasionally comes out onto land in search of food. On land, it coats its body with a gooey, toxic film.

Corphish. Corphish were originally foreign Pokémon that were imported as pets. They eventually turned up in the wild. This Pokémon is very hardy and has greatly increased its population.

Poliwhirl. The surface of Poliwhirl's body is always wet and slick with a slimy fluid. Because of this slippery covering, it can easily slip and slide out of the clutches of any enemy in battle.

Farfetch'd. Farfetch'd is always seen with a stalk from a plant of some sort. Apparently, there are good stalks and bad stalks. This Pokémon has been known to fight with others over stalks.

Crawdaunt. Crawdaunt has an extremely violent nature that compels it to challenge other living things to battle. Other life-forms refuse to live in ponds inhabited by this Pokémon, making them desolate places.

Quagsire. Quagsire hunts for food by leaving its mouth wide open in water and waiting for its prey to blunder in unaware. Because the Pokémon does not move, it does not get very hungry.

Politoed. The curled hair on Politoed's head is proof of its status as a king. It is said that the longer and more curled the hair, the more respect this Pokémon earns from its peers.



CHAPTER 13: CERULEAN CITY

TOWN DESCRIPTION

Cerulean City is a bustling seaside city situated near a sea inlet that runs along the base of the mountains. There is a suitably themed water gym as well as caves to explore for more adventurous trainers. Routes lead out on all sides of the city making Cerulean City a natural crossroads.

NOTABLE LOCATIONS

POKEMON CENTER, POLICE STATION, TRAINER HOSTEL

CERULEAN CITY GYM

The Cerulean City Gym is in the center of town. This gym has 4 gym leaders. All 4 gym leaders are sisters: Misty, Daisy, Violet, and Lily. They specialize in water type Pokemon which are common in this area due to the river that runs through the north of town. Trainers on their journey will often come to the gym to battle for the Cascade Badge that is given to those strong enough to defeat one of the 4 gym leaders.

The gym itself also doubles as an Aquarium where the gym leaders and top water Pokemon researchers come to study and learn everything they can about water Pokemon and their habits.

NPC Interaction. Misty and her sisters each have different personalities. Misty is known for her grit. Daisy is known for her skillful speed. Lily is known for her impressive reflexes. Violet is known for her tactful resistance.

Quest: Gym Battle - Misty, Daisy, Violet, Lily. For a detailed gym encounter, check out the Gym Supplement linked to on the cover of this document.

FLORAL LAGOON

Surrounding the Cerulean City Gym is a lagoon filled with water lillies and surrounded exotic florals. If the trainer(s) explore the lagoon have them roll a d100. On a natural 50, they encounter a shiny Horsea. On a natural 100, they encounter a shiny Staryu.

BURGLER HOUSE

When the trainer approaches the house, it looks as if someone has broken into it. The windows are smashed in and an Officer Jenny is standing guard by the door.

There's a notice outside the house that reads:

Stamp out thievery and make the city a friendlier, more cheerful place! Cerulean Police.

Quest: Burglery in Cerulean. The house is initially inaccessible because Officer Jenny is blocking the way. If the trainer(s) approaches Officer Jenny she will explain that the house was broken into recently and that the suspect still remains at large. She is unsure of what the burgler stole, but she has a suspicion that the burgler is linked to the Team Rocket Academy that's north of Cerulean City.

BIKE SHOP

The bike maniac owns the Bike Shop. The shop is located in the southwestern corner of town. All bikes cost ₱1,000,000 or they can be obtained with a bike voucher. The Chairman of the PokeFan Club is said to have bike vouchers for those he deems worthy.

Bike	Description
Mach Bike	Increases travel speed by 2x
Acro Bike	Can do sporty tricks

BERRY POWDER SHOP

There is a man in a cottage in the northern part of town who concocts a variety of medicines from Berry Powder and will exchange Berry Powder for herbal medicine and vitamins. When he is first visited, he gives the player the Berry Jar, and will ask the player to collect Berries. For every 10 berries the trainer's brings to him, the trainer will take ₱50 off the cost of an item.

Item	Description	Cost
Energy Powder	Restores 3d6+6 HP. 1/4 chance to lower Loyalty by 1	₱300
Heal Powder	Restores all negative status effects. 1/4 chance to lower Loyalty by 1	₱300
Energy Root	Restores 4d12+10 HP. 1/4 chance to lower Loyalty by 1	₱700
Revival Herb	Revives fainted Pokémon with 4d12+10 HP. 1/4 chance to lower Loyalty by 1	₱4,200
Protein	Increase STR by 1 (Max 20 before Nature)	₱4,900
Carbos	Increase CHA by 1 (Max 20 before Nature)	₱4,900
Zinc	Increase WIS by 1 (Max 20 before Nature)	₱4,900
Iron	Increase DEX by 1 (Max 20 before Nature)	₱4,900
Calcium	Increases CON by 1 (Max 20 before Nature)	₱4,900
HP Up	Increase maximum HP by the maximum roll of one of your hit dice. (Max 3 per Pokémon)	₱8,800
PP Up	Increase the max PP of one move by 2. (Max of double original PP)	₱8,800

DONTAE & MELANIE'S HOUSE

This house is located to the west of the Pokemon Center. If the trainer(s) goes inside and talks to Dontae, he will offer to trade the player his Jynx for their Poliwhirl. If the trainer(s) talks with Melanie, she will offer the trainer(s) her Bulbasaur if the trainer's starter Pokemon has a loyalty level of 2+.

POKEMART

Item	Description	Cost
Poké Ball	+0 to Capture Rolls	₱250
Great Potion	+5 to Capture Rolls	₱500
Potion	Restores 2d4+2 HP	₱200
Super Potion	Restores 3d6+6 HP	₱500
Revive	Revives fainted Pokemon with 2d4+2 HP	₱3,000
Escape Rope	Use as an automatic success to run away from combat, or from a cavern/dungeon	₱150
Antidote	Instantly cures and grants immunity to the "Poisoned" status for one round	₱200
Burn Heal	Instantly cures and grants immunity to the "Burned" status for one round	₱200
Awakening	Instantly cures and grants immunity to the "Asleep" status for one round	₱200
Paralyze Heal	Instantly cures and grants immunity to the "Paralyzed" status for one round	₱200
X Attack	Adds +2 to attack rolls for 1 minute	₱350
X Defense	Adds +2 to AC for 1 minutes	₱350
X Sp Atk	Increases your Move DC by +2 for 1 minute	₱350
X Sp Def	Increases saving throws by +2 for 1 minute	₱350
X Speed	Increases a speed type by 10 feet for 1 minute	₱350
X Accuracy	Grants advantage on next three attack rolls	₱350

IMPORTANT NPCs

NPC	Description
Misty	Gym Leader
Daisy	Gym Leader
Violet	Gym Leader
Lily	Gym Leader
Dontae	Resident and trainer
Melanie	Resident and trainer
Bike Maniac	Owns the Bike Shop
Berry Powder Man	Berry Expert
Gary	Rival

HIDDEN ITEMS

- **Rare Candy.** In the backyard of Dontae & Melissa's house.
- **Burn Heal.** Southwest corner of town.

ENCOUNTERS IN CERULEAN CITY

GARY CHECKS-IN

Before the trainer(s) enter Route 7 (Nugget Bridge), they will be greeted by Gary and his group of giggling cheerleaders. Gary will have a Spearow, Rattata, Sandshrew, and Eevee. The trainer will be caught by surprise by Gary when they hear him say:

"Looks like you're still struggling along! No surprise there, twerp."

If there is more than one trainer in the party, include Gary's Cheerleaders as trainers in this battle and have them battle with either Rattata, Sentret, or Zigzagoon, or the Normal type Pokemon you as the DM chose earlier in the adventure.

Developments. If the trainer(s) defeats Gary, he will push a bunch of gym badges in the trainer(s) face and say "Smell ya later, loser!" Then he will storm off in frustration with his gaggle following close behind.

If the trainer(s) lose to Gary, he will parade around town stating his greatness. On his lap around back to the trainer(s), he will shout in a very snooty voice, "Smell ya later, loser!" Then will go galavanting off in any given direction with his cheerleaders close behind.

Treasure. The trainer(s) will receive ₱1500 from Gary if they successfully defeat him.

Awarding Experience. Defeating Spearow, Rattata, or Sandshrew will provide the trainer's Pokemon with 400 XP. Defeating Eevee will provide the trainer's Pokemon 550.

BURGLERY IN CERULEAN CITY

The house is initially inaccessible because Officer Jenny is blocking the way. If the trainer(s) approaches Officer Jenny she will explain that the house was broken into recently and that the suspect still remains at large. She says that it appears the burglar stole the owners Pokemon. She has a suspicion that the burglar is linked to the Team Rocket Academy that's north of Cerulean City. If the trainer(s) does a Persuasion Check with a DC 14+, Officer Jenny will let them check out the crime scene for clues. If the trainer(s) are able to check for clues, they will find a Team Rocket patch that looks like it was ripped off of a uniform. Trainer's should head north to the Team Rocket Academy in order to continue this quest.

Developments. When the trainer(s) arrive at the Team Rocket Academy, at some point they will encounter a Team Rocket Grunt that is missing their Logo Patch on their right shoulder and they realize it's Jessie. She is the burgler. The trainer(s) will either confront her or overhear her talking about how she needs to return to Cerulean City to retrieve her patch.

If they confront her, Jessie will battle them with an Arbok. If they defeat her, she will still run off to the burgled house because she needs her patch. If the trainer(s) have brought the patch with them and give it to her, Jessie will still run off to Cerulean to clean up any last traces of herself from the crime scene. If they lose to Jessie, the trainer(s) will be locked up by Team Rocket and will need to figure out how to escape. Good luck DM on solving that one.

If they overhear her talking and do not confront, then she will escape back down to Cerulean where they will battle her in the burgled house.

Once they return to Cerulean City, Officer Jenny will be off on a different mission. When the trainer(s) enter the burgled house, they will see Jessie either looking for the patch or cleaning up any traces that she was even there. Regardless, she will challenge the trainer to a battle with her Arbok and Meowth.

Treasure. If the trainer(s) defeats Jessie, she will give the trainer(s) ₱1300 and TM Dig. Jessie will flee. The house owner will return right after Jessie flees and thank the trainer(s) for fending off the burgler. In return, the house owner will give the trainer(s) a Revive.

If the trainer(s) loses to Jessie, she will knock the trainer out and steal half their money and one of their Pokemon. The trainer will wake up in the Pokemon Center with the house owner looking over them concerned.

Awarding Experience. Defeating Arbok will reward the trainer's Pokemon with 2,200 XP. Defeating Meowth will reward the trainer's Pokemon 500 XP

WHAT'S NEXT

The next stage of the adventure continues with Part 3, "The Journey North", in which the characters travel through Rifure Village to the Team Rocket Academy in an attempt to find out more about this burgler. During this section, the trainer(s) will have a major encounter with Team Rocket and will have encountered many Ice type Pokemon. By the end of Part 2, trainer's should reach the 4th level.

PART 3: THE JOURNEY NORTH

PLOT LINE

In Part 3, the trainer(s) should make their way north through Rifure Village to the Team Rocket Academy in pursuit of the burglar.

Throughout Part 3, the trainer(s) will travel through chillier terrain exploring the Route 7 and the Nugget Bridge, both Rifure Forests, and the Rifure Sea. As they pass through these natural areas, they will be confronted by Team Rocket on several occasions. The first of which Team Rocket will ask them to join their cause. A parallel campaign detailing if they join Team Rocket is in the works. As for right now, it is completely up to you as the DM if you want to build off of this.

A major section of Part 3 is the Team Rocket Academy. Here the trainer's will infiltrate the academy in an attempt to find the burglar. Along the way, they will rescue some stolen Pokemon, and learn more about Team Rocket's nefarious goals for the Kanto Region in regards to the Master Ball and MewTwo.

Another major point of Part 3 is the introduction of the Fusion Pokemon plot line. Visiting Bill's Cottage will reveal that Bill has been experimenting with Fusion Pokemon. More investigation will reveal his ties with Silph CO. There are also opportunities for the trainer(s) to capture several different Shiny Pokemon in Part 3.

CHAPTER 14: ROUTE 7

ROUTE DESCRIPTION

Leaving Cerulean City, a wide bridge stretches out over the river, running parallel to the mountains. Below Nugget Bridge, creatures roam freely around the river, splashing in the water, charging through dense meadows or lying on the pebbles. Trainers are often known to go to Nugget Bridge if looking to test their skills on others. Past the bridge, the route stays under the shadow of the mountains, passing through fields and meadows towards Rifure Village.

LENGTH OF NUGGET BRIDGE: 2.66 MI | 4.28 KM

LENGTH OF ROUTE 7: 3.66 MI | 5.89 KM

NUMBER OF ENCOUNTERABLE TRAINERS: 2

Trainer's Likely to be Encountered: Ace Trainer, Clown, Collector, Coolest Kid in School, Dancer, Depot Agent, Dragon Breeder, Gentleman, Gym Leader-in-Trainer, Hiker, Hunter, Jogger, Juggler, Lady/Rich Boy, Lass, Lone Wolf, Master of None, Mythologist, Park Ranger, Pilot, PokeManiac, Punk, Ranger, Reporter/Cameraman, Scavenger, School Kid, Shiny Hunter, Storyteller, Super Nerd, Triathlete, Youngster, Aroma Lady, Backpacker, Beauty, Bug Maniac, Camper/Picknicker, Fun Old Lady/Guy, Gardener, Guitarist, Rancher, Beauty, Fisher, Swimmer

HIDDEN ITEMS:

The following items can be found past Nugget Bridge in the meadows of Route 7: *TM Thunderwave. TM Attract. Razz Berry x 3. Pecha Berry. X Sp Def.*

NUGGET BRIDGE CHALLENGE

Along Nugget Bridge there are 5 trainers that the adventurer must encounter if they choose to take on the Nugget Bridge Challenge. This challenge is completely optional. All trainers upon stepping foot onto the bridge will be approached by a wirey looking boy. The boy will say the following in a scratchy high-pitched tone:

Welcome! If you dare to attempt the Nugget Bridge Challenge you will certainly face tough challenges! To complete this challenge you must answer a question correctly or complete a skill test at each of the 5 trainers along the bridge. If you answer the question or complete the test correctly, you will have the option to battle the trainer with an added bonus. If you fail, you must battle the trainer. If you manage to successfully defeat me and my friends, you will be rewarded with a Golden Nugget! *In a hushed tone:* It looks like there's a sketchy dude at the end of the bridge so beware. We don't know that guy.

TRAINER 1, BUG CATCHER

Question. At the Xanadu Nursery, what Shiny Pokemon can you catch?

Answer. Caterpie

Battle Bonus. If the trainer(s) answers correctly, and chooses to battle, their Pokemon will receive advantage on all attack rolls for this battle.

Reward. P250

TRAINER 2, LASS

Skill Test. One of your Pokemon must juggle 3 balls for 1 minute! Have the trainer(s) do a DEX Check DC 10. If failed, battle begins without the battle bonus.

Battle Bonus. If the trainer(s) successfully completes the skill test, and chooses to battle, their Pokemon will receive 5 temporary hit points for this battle.

Reward. P350

TRAINER 3, YOUNGSTER

Question. How many gym badges do you need to compete in the Pokemon League Tournament?

Answer. 8 (but there are 12 gyms available to battle)

Battle Bonus. If the trainer(s) answers correctly, and chooses to battle, their Pokemon will be able to use a bonus action each turn for this battle.

Reward. P150

TRAINER 4, LASS

Skill Test. One of your Pokemon must lift more river stones than my Pokemon. Have the trainer(s) do a STR Check DC 12. If failed, battle begins without the battle bonus.

Battle Bonus. If the trainer(s) successfully completes the skill test, and chooses to battle, their Pokemon will receive a +2 to all damage rolls during this battle.

Reward. ₧350

TRAINER 5, FISHER

Question. What Pokemon types are Gyarados vulnerable to?

Answer. Electric & Rock

Battle Bonus. If the trainer(s) answers correctly, and chooses to battle, the opponent will start with 5 fewer HP at the beginning of battle.

Reward. ₧400. If they have made it past all 5 trainers they will also receive a Nugget.

TEAM ROCKET ENCOUNTER

Once the trainer(s) arrive at the end of the Nugget Bridge a Team Rocket Grunt will intercept them and say the following:

Hey, I saw you wipe the floor with those trainers on the bridge. I have a one-time offer for you. Do you want to join the likes of Team Rocket? We could really use your skill and knowledge. You would do really well in Team Rocket and probably climb through the ranks pretty quickly. I could take you right now to our Academy just northeast of here. Who knows you could even become the boss someday, that is if Giovanni ever steps down... I mean. Wait. So do you want to join Team Rocket or not?

If the trainer(s) say yes, the Grunt will immediately take them to the Team Rocket Academy. While there is a parallel campaign in the works tackling this scenario, for now you (the DM) will have to plan out what happens next.

If the trainer(s) refuse to join Team Rocket, the Grunt will attack with an Ekans. Regardless if the Grunt wins or loses, it will run off in the direction of the Academy.

ROUTE 7: MEADOW WILD ENCOUNTER TABLE

SR 2	SR 5	SR 8+	Pokemon
1-30	1-15	1-15	Poliwag
31-60	16-30	16-30	Magikarp
61-70	31-38	31-35	Wooper
71-80	39-46	36-40	Remoraid
81-90	47-54	41-45	Corphish
91-100	55-62	46-50	Panpour
-	63-77	51-65	Poliwhirl
-	78-92	66-80	Farfetch'd
-	93-100	81-84	Crawdaunt
-	-	85-88	Quagsire
-	-	89-92	Illumise
-	-	93-96	Simipour
-	-	97-100	Politoed

POKEDEX ENTRIES

Poliwag. Poliwag has a very thin skin. It is possible to see the Pokémon's spiral innards right through the skin. Despite its thinness, however, the skin is also very flexible. Even sharp fangs bounce right off it.

Magikarp. Magikarp is a pathetic excuse for a Pokémon that is only capable of flopping and splashing. This behavior prompted scientists to undertake research into it.

Wooper. Wooper usually lives in water. However, it occasionally comes out onto land in search of food. On land, it coats its body with a gooey, toxic film.

Remoraid. Remoraid sucks in water, then expels it at high velocity using its abdominal muscles to shoot down flying prey. When evolution draws near, this Pokémon travels downstream from rivers.

Corphish. Corphish were originally foreign Pokémon that were imported as pets. They eventually turned up in the wild. This Pokémon is very hardy and has greatly increased its population.

Panpour. The water stored inside the tuft on its head is full of nutrients. It waters plants with it using its tail.

Poliwhirl. The surface of Poliwhirl's body is always wet and slick with a slimy fluid. Because of this slippery covering, it can easily slip and slide out of the clutches of any enemy in battle.

Farfetch'd. Farfetch'd is always seen with a stalk from a plant of some sort. Apparently, there are good stalks and bad stalks. This Pokémon has been known to fight with others over stalks.

Crawdaunt. Crawdaunt has an extremely violent nature that compels it to challenge other living things to battle. Other life-forms refuse to live in ponds inhabited by this Pokémon, making them desolate places.

Quagsire. Quagsire hunts for food by leaving its mouth wide open in water and waiting for its prey to blunder in unaware. Because the Pokémon does not move, it does not get very hungry.

Illumise. Illumise attracts a swarm of Volbeat using a sweet fragrance. Once the Volbeat have gathered, this Pokémon leads the lit-up swarm in drawing geometric designs on the canvas of the night sky.

Simipour. The high-pressure water expelled from its tail is so powerful, it can destroy a concrete wall.

Politoed. The curled hair on Politoed's head is proof of its status as a king. It is said that the longer and more curled the hair, the more respect this Pokémon earns from its peers.

ROUTE 7: RIVER WILD ENCOUNTER TABLE

SR 2	SR 5	SR 8	SR 10+	Pokemon
1-20	1-12	1-10	1-8	Pidgey
21-40	13-24	11-20	9-16	Rattata
41-60	25-36	21-30	17-24	Vulpix
61-74	37-46	31-37	25-29	Sunkern
75-87	47-56	38-44	30-34	Flabébé
88-100	57-66	45-51	35-39	Spinda
-	67-78	52-61	40-47	Pidgeotto
-	79-90	62-71	48-54	Raticate
-	91-100	72-78	55-59	Roselia
-	-	79-88	60-66	Ninetales
-	—	89-94	67-70	Sunflora
-	—	95-100	71-74	Floette
-	—	—	75-81	Electabuzz
-	—	—	82-88	Pidgeot
-	—	—	89-92	Roserade
-	—	—	93-96	Electivire
-	—	—	97-100	Florges

POKEDEX ENTRIES

Pidgey. Pidgey has an extremely sharp sense of direction. It is capable of unerringly returning home to its nest, however far it may be removed from its familiar surroundings.

Rattata. Rattata is cautious in the extreme. Even while it is asleep, it constantly listens by moving its ears around. It is not picky about where it lives—it will make its nest anywhere.

Vulpix. At the time of its birth, Vulpix has one white tail. The tail separates into six if this Pokémon receives plenty of love from its Trainer. The six tails become magnificently curled.

Sunkern. Sunkern tries to move as little as it possibly can. It does so because it tries to conserve all the nutrients it has stored in its body for its evolution. It will not eat a thing, subsisting only on morning dew.

Flabébé. It draws out and controls the hidden power of flowers. The flower Flabébé holds is most likely part of its body.

Spinda. All the Spinda that exist in the world are said to have utterly unique spot patterns. The shaky, tottering steps of this Pokémon give it the appearance of dancing.

Pidgeotto. Pidgeotto claims a large area as its own territory. This Pokémon flies around, patrolling its living space. If its territory is violated, it shows no mercy in thoroughly punishing the foe with its sharp claws.

Raticate. Raticate's sturdy fangs grow steadily. To keep them ground down, it gnaws on rocks and logs. It may even chew on the walls of houses.

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CHAPTER 15: RIFURE VILLAGE

TOWN DESCRIPTION

Rifure Village rests by a forest overlooking the ocean. Although small, the cozy village contains an ice training hall for trainers as well as an artisan gym badge maker. There's large areas of woods around Rifure Village, making it a good resting point for explorers before heading out meaning residents are generally welcoming to trainers passing through.

NOTABLE LOCATIONS

BILL'S COTTAGE

Overlooking the sea from Route 8 lies Bill's Cottage surrounded by some meticulously arranged trees and a clean white fence. Inside, Bill the scientist has set up a complex but neat network of pipes and machines, each carefully labelled. His research focuses on Fusion Pokemon, Eevee, and it's different evolutions, all of which he'd gladly share with any passers-by who seem interested enough for his time.

KINSO'S WORKSHOP

Located on the outskirts of this tiny village, this structure is used by Kinso to make Gym Badges along with other objects that require the use of a kiln or welding materials. Upon entering Kinso's workshop, the trainer(s) will see that it is empty.

ICE TRAINING HALL

This training hall can be used to allow a trainer's Pokemon gain resistance or immunity to Ice-Type moves. See the **Resistances & Immunities** section at the beginning of the booklet for more information.

POKEMART

Item	Description	Cost
Ice Heal	Instantly cures & grants immunity to "Frozen" status for 1 round	¥200
Potion	Restores 2d4+2 HP	¥200
Super Potion	Restores 3d6+6 HP	¥500
Poké Ball	+0 to Capture Rolls	¥250
Glacier Ball	+5 to Capture Ice-Type Pokemon	¥600

IMPORTANT NPCs

Bill. Bill is an expert Pokemon Researcher. He is the original developer of the Pokemon Storage System that many in other regions have since copied. Aside from this invention, Bill has a fascination with Eevee and its Evolutions. Because of this fascination, Bill has been researching Fusion Pokemon in partnership with Silph CO.

Kinso. Kinso is an irritated artisan who has been practicing his craft for many years. He specializes in ceramics and metallurgy. He does not like being pestered.

HIDDEN ITEMS:

The following item can be found outside of Bill's Cottage: *NeverMeltIce*

ENCOUNTERS IN RIFURE VILLAGE

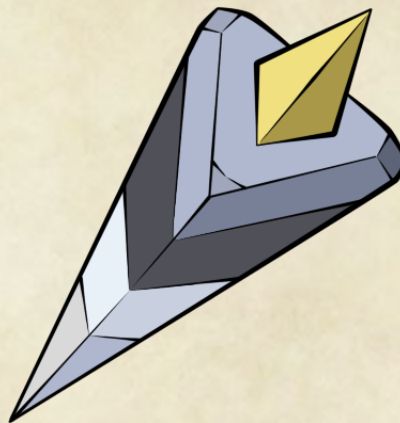
SHINY VULPIX

Behind Kinso's Workshop is a wooded grassy area. If the trainer(s) explore that area have them roll a d100. Upon a successful 98+ they will encounter a shiny Vulpix.

BILL'S EXPERIMENTS

Upon entering Bill's Cottage, the trainer(s) will be greeted by Bill feverishly working at his computer trying to code the last parts of an experiment. Looking around, the trainers see Bill's desk covered in papers and his computer. They also see different pieces of research equipment set up throughout the room. A door to the right leads to what the trainer(s) can assume are a living area. After realizing that there is a trainer(s), Bill turns around and welcomes them:

Welcome! Welcome! Welcome! Are you Pokemon Researchers? No? Huh that's odd, we normally get a ton of researchers up here. Oh well, anyway, what are you here for? Interested in seeing my equipment? Yes!? Awesome! Well, this right here is my Teleporter. It's the next step from transporting Poke Balls to Professor Oak. This, once perfected, would allow even trainers and Pokemon outside of their Poke Ball to be transported to Professor Oak in the same way as Poke Balls... Moving on. This area over here is full of samples from Eevee and its different Evolutions. I am absolutely *obsessed* with Eevee! It's my favorite Pokemon! Over here you can see my latest project. I've been collaborating with Silph CO in Saffron City looking at the genetics of Pokemon on how they can be spliced together in a process called Absofusion. I call them Fusion Pokemon! I've been working on the technology to be able to splice two Pokemon together. They're called DNA Splicers. Let me show you how the Absofusion process works!



Bill then proceeds to place two Pokemon, a Clefairy and a Nidorina, next to each other on a raised platform. He hands the Clefairy the DNA Splicer. Both the Clefairy and the Nidorina take hold of the DNA Splicer. After a few seconds, the DNA Splicer starts to emanate light and begins to release a deep vibration that can be felt throughout the cottage. All of a sudden, the trainer(s) are blinded by an explosion of light and color. Around the Clefairy and the Nidorina forms a Twister of what looks like pink and purple DNA strands. In the center of this twister it looks as if the two Pokemon are becoming one. A few seconds later and the twister disappears, revealing a fused Clefairy and Nidorina.



Image credit: Ohmuu

What good is a Feraligatr if it doesn't even wake up when a burglar comes in!? [He walks over to the Feraligatr and slaps it across the face. It doesn't move, it just keeps sleeping.] Hmmm it seems its been put to sleep. Okay so maybe I was wrong on that part. But still, look at my workshop! Those blasted Team Rocket Trainees. They are always stealing from Bill and I. We need a better security system! If you return what they stole from me and teach them a lesson, I will pay you P1000.

Look at that! It's a Clefairy! Did you see how that worked!? Now its only in development so some of the kinks are still being worked out. But overall it's gotten much safer, especially for the Pokemon. My only problem lately has been Team Rocket. They have an academy near here and they often send some of their trainee's over to try and steal my research, especially the DNA Splicer proto-types. They've stolen a few of them already. If you could go and retrieve them for me, I would happily show you around my labs at Silph CO. in Saffron City.

KINSO'S CONUNDRUM

If the trainer(s) decide to explore the surrounding area for Kinso, have them find him in a ditch with a sprained ankle. Have them roll a Charisma check DC 12. If a success, Kinso will ask for help and accept. If a fail, Kinso will be stubborn and get out of the ditch himself (add +2 to DC for all future Charisma rolls with Kinso).

If they strike up a conversation with Kinso the trainer(s) will learn that he crafts badges for gym leaders throughout the Kanto Region.

When they return to his workshop, they discover that thieves have stolen all the badges. The workshop is in utter disarray. Shelves are thrown over, tools are strewn across the floor, and different metals can be seen throughout the room. A Feraligatr seems to be sleeping in the corner. Kinso enters the room, yelling the following:

CHAPTER 16: ROUTE 8

ROUTE DESCRIPTION

Leaving Rifure Village, a thin path swerves through a maze of dense trees, disorientating anyone caught inside. A secluded and serene pond lies on the other side, overlooking the sea. A long, rocky outcrop lies below this path which waves crash into from the side, disturbing the otherwise peaceful landscape. The forest houses many creatures, some in the branches and others hidden in small clearings.

LENGTH OF ROUTE 8: 2.33 SQ MI | 3.75 SQ KM

NUMBER OF ENCOUNTERABLE TRAINERS: 2

Trainer's Likely to be Encountered: Ace Trainer, Clown, Collector, Coolest Kid in School, Dancer, Depot Agent, Dragon Breeder, Gentleman, Gym Leader-in-Training, Hiker, Hunter, Jogger, Juggler, Lady/Rich Boy, Lass, Lone Wolf, Master of None, Mythologist, Park Ranger, Pilot, PokeManiac, Punk, Ranger, Reporter/Cameraman, Scavenger, School Kid, Shiny Hunter, Storyteller, Super Nerd, Triathlete, Youngster, Beach Bum, Beauty, Fisher, Sailor, Surfer, Swimmer, Tuber, Aroma Lady, Backpacker, Bird Keeper, Bug Maniac, Cyclist, Fun Old Lady/Guy, Gardener, Rancher

HIDDEN ITEMS

The following item can be found hidden on Route 8:
Super Potion, Great Ball, Razz Berry.

RIVER MOUTH, SHINY SLOWPOKE

If the trainer(s) go to explore the river have them make a perception check DC 18. If they pass the check, they will see a Shiny Slowpoke sunbathing on a boulder in the middle of the river.



Image Credit: TrainerParshen, DeviantArt

ROUTE 8: GRASSLAND WILD ENCOUNTER TABLE

SR 2	SR 5	SR 8	SR 10+	Pokemon
1-25	1-16	1-10	1-9	Pidgey
26-50	17-32	11-20	10-18	Rattata
51-75	33-52	21-30	19-24	Shinx
76-100	53-68	31-40	25-33	Drowzee
-	69-84	41-50	34-42	Pidgeotto
-	85-100	51-60	43-51	Raticate
-	-	61-70	52-57	Girafarig
-	-	71-80	58-63	Zangoose
-	-	81-90	64-69	Luxio
-	-	91-100	70-78	Hypno
-	-	-	79-86	Pidgeot
-	-	-	87-94	Tauros
-	-	-	95-100	Luxray

POKEDEX ENTRIES

Pidgey. Pidgey has an extremely sharp sense of direction. It is capable of unerringly returning home to its nest, however far it may be removed from its familiar surroundings.

Rattata. Rattata is cautious in the extreme. Even while it is asleep, it constantly listens by moving its ears around. It is not picky about where it lives—it will make its nest anywhere.

Shinx. The extension and contraction of its muscles generates electricity. It glows when in trouble.

Drowzee. If your nose becomes itchy while you are sleeping, it's a sure sign that one of these Pokémon is standing above your pillow and trying to eat your dream through your nostrils.

Pidgeotto. Pidgeotto claims a large area as its own territory. This Pokémon flies around, patrolling its living space. If its territory is violated, it shows no mercy in thoroughly punishing the foe with its sharp claws.

Raticate. Raticate's sturdy fangs grow steadily. To keep them ground down, it gnaws on rocks and logs. It may even chew on the walls of houses.

Girafarig. Girafarig's rear head also has a brain, but it is small. The rear head attacks in response to smells and sounds. Approaching this Pokémon from behind can cause the rear head to suddenly lash out and bite.

Zangoose. Memories of battling its archrival Seviper are etched into every cell of Zangoose's body. This Pokémon adroitly dodges attacks with incredible agility.

Luxio. Its claws loose electricity with enough amperage to cause fainting. They live in small groups.

Hypno. Hypno holds a pendulum in its hand. The arcing movement and glitter of the pendulum lull the foe into a deep state of hypnosis. While this Pokémon searches for prey, it polishes the pendulum.

Pidgeot. This Pokémon has a dazzling plumage of beautifully glossy feathers. Many Trainers are captivated by the striking beauty of the feathers on its head, compelling them to choose Pidgeot as their Pokémon.

Tauros. This Pokémon is not satisfied unless it is rampaging at all times. If there is no opponent for Tauros to battle, it will charge at thick trees and knock them down to calm itself.

Luxray. When its eyes gleam gold, it can spot hiding prey—even those taking shelter behind a wall.

Slowpoke. Slowpoke uses its tail to catch prey by dipping it in water at the side of a river. However, this Pokémon often forgets what it's doing and often spends entire days just loafing at water's edge.

Pelipper. Pelipper is a flying transporter that carries small Pokémon and eggs inside its massive bill. This Pokémon builds its nest on steep cliffs facing the sea.

Kingler. Kingler has an enormous, oversized claw. It waves this huge claw in the air to communicate with others. However, because the claw is so heavy, the Pokémon quickly tires.

Slowbro. Slowbro's tail has a Shellder firmly attached with a bite. As a result, the tail can't be used for fishing anymore. This causes Slowbro to grudgingly swim and catch prey instead.



ROUTE 8: BEACH WILD ENCOUNTER TABLE

SR 2	SR 8+	Pokemon
1-34	1-20	Krabby
35-77	21-30	Wingull
78-100	31-50	Slowpoke
-	51-60	Pelipper
-	61-80	Kingler
-	81-100	Slowbro

POKEDEX ENTRIES

Krabby. Krabby live on beaches, burrowed inside holes dug into the sand. On sandy beaches with little in the way of food, these Pokémon can be seen squabbling with each other over territory.

Wingull. Wingull has the habit of carrying prey and valuables in its beak and hiding them in all sorts of locations. This Pokémon rides the winds and flies as if it were skating across the sky.

ROUTE 8: RIVER WILD ENCOUNTER TABLE

SR 2	SR 5	SR 8	SR 12+	Pokemon
1-25	1-13	1-13	1-10	Poliwag
26-42	14-26	14-21	11-16	Corphish
43-67	27-39	22-34	17-26	Slowpoke
68-84	40-52	35-41	27-32	Buizel
85-100	53-64	42-48	33-38	Finneon
-	65-76	49-60	39-48	Poliwhirl
-	77-88	61-72	49-58	Farfetch'd
-	89-100	73-79	59-64	Crawdaunt
-	-	80-86	65-70	Illumise
-	-	87-93	71-75	Basculin
-	-	94-100	76-80	Floatzel
-	-	-	81-90	Slowbro
-	-	-	91-95	Slowking
-	-	-	96-100	Politoed

POKEDEX ENTRIES

Poliwag. Poliwag has a very thin skin. It is possible to see the Pokémon's spiral innards right through the skin. Despite its thinness, however, the skin is also very flexible. Even sharp fangs bounce right off it.

Corphish. Corphish were originally foreign Pokémon that were imported as pets. They eventually turned up in the wild. This Pokémon is very hardy and has greatly increased its population.

Slowpoke. Slowpoke uses its tail to catch prey by dipping it in water at the side of a river. However, this Pokémon often forgets what it's doing and often spends entire days just loafing at water's edge.

Buizel. It swims by rotating its two tails like a screw. When it dives, its flotation sac collapses.

Finneon. The line running down its side can store sunlight. It shines vividly at night.

Poliwhirl. The surface of Poliwhirl's body is always wet and slick with a slimy fluid. Because of this slippery covering, it can easily slip and slide out of the clutches of any enemy in battle.

Farfetch'd. Farfetch'd is always seen with a stalk from a plant of some sort. Apparently, there are good stalks and bad stalks. This Pokémon has been known to fight with others over stalks.

Crawdaunt. Crawdaunt has an extremely violent nature that compels it to challenge other living things to battle. Other life-forms refuse to live in ponds inhabited by this Pokémon, making them desolate places.

Illumise. Illumise attracts a swarm of Volbeat using a sweet fragrance. Once the Volbeat have gathered, this Pokémon leads the lit-up swarm in drawing geometric designs on the canvas of the night sky.

Basculin. Red- and blue-striped Basculin are very violent and always fighting. They are also remarkably tasty.

Floatzel. It floats using its well-developed flotation sac. It assists in the rescues of drowning people.

Slowbro. Slowbro's tail has a Shellder firmly attached with a bite. As a result, the tail can't be used for fishing anymore. This causes Slowbro to grudgingly swim and catch prey instead.

Slowking. Slowking undertakes research every day in an effort to solve the mysteries of the world. However, this Pokémon apparently forgets everything it has learned if the Shellder on its head comes off.

Politoed. The curled hair on Politoed's head is proof of its status as a king. It is said that the longer and more curled the hair, the more respect this Pokémon earns from its peers.



CHAPTER 17: SOUTHERN GREAT RIFURE FOREST

FOREST DESCRIPTION

Surrounded by sharp hills and mountains on all sides, there's a feeling of claustrophobia as you enter. The little sunlight that gets through the dark canopy of leaves illuminates a rough path twisting it's way deeper inside the forest. Far away from civilization, there is an eerie silence other than the occasional far off rumble that echoes throughout. The few creatures that live here hide in the shadows, only revealing themselves when necessary.

LENGTH OF ROUTE SOUTHERN GREAT RIFURE FOREST: 9 SQ MI | 14.5 SQ KM

NUMBER OF ENCOUNTERABLE TRAINERS: 4

Trainer's Likely to be Encountered: Ace Trainer, Clown, Collector, Coolest Kid in School, Dancer, Depot Agent, Dragon Breeder, Gentleman, Gym Leader-in-Training, Hiker, Hunter, Jogger, Juggler, Lady/Rich Boy, Lass, Lone Wolf, Master of None, Mythologist, Park Ranger, Pilot, PokeManiac, Punk, Ranger, Reporter/Cameraman, Scavenger, School Kid, Shiny Hunter, Storyteller, Super Nerd, Triathlete, Youngster, Aroma Lady, Bird Keeper, Bug Maniac, Gardener, Grunts

HIDDEN ITEMS

The following items can be found hidden in the Southern Great Rifure Forest: *Fresh Water, Ether, Pokeball, Great Ball, Dire Hit*

SOUTHERN GREAT RIFURE FOREST: WILD ENCOUNTER TABLE

SR 2	SR 5	SR 8	SR 10+	Pokemon
1-15	1-12	1-8	1-6	Venonat
16-30	13-23	9-16	7-12	Meowth
31-44	24-34	17-24	13-18	Mankey
45-58	35-45	25-32	19-24	Growlithe
59-72	46-56	33-39	25-30	Geodude
73-86	57-67	40-46	31-36	Magnemite
87-100	68-78	47-53	37-42	Gastly
-	79-89	54-60	43-48	Raticate
-	90-100	61-67	49-54	Haunter
-	-	68-74	55-60	Primeape
-	-	75-79	61-65	Wobbuffet
-	-	80-86	66-71	Persian
-	-	87-93	72-77	Venomoth
-	-	94-100	78-83	Magneton
-	-	-	84-89	Arcanine
-	-	-	90-95	Gengar
-	-	-	96-100	Magnezone

POKEDEX ENTRIES

Venonat. Venonat is said to have evolved with a coat of thin, stiff hair that covers its entire body for protection. It possesses large eyes that never fail to spot even minuscule prey.

Meowth. Meowth withdraws its sharp claws into its paws to slinkily sneak about without making any incriminating footsteps. For some reason, this Pokémon loves shiny coins that glitter with light.

Mankey. When Mankey starts shaking and its nasal breathing turns rough, it's a sure sign that it is becoming angry. However, because it goes into a towering rage almost instantly, it is impossible for anyone to flee its wrath.

Growlithe. Growlithe has a superb sense of smell. Once it smells anything, this Pokémon won't forget the scent, no matter what. It uses its advanced olfactory sense to determine the emotions of other living things.

Geodude. The longer a Geodude lives, the more its edges are chipped and worn away, making it more rounded in appearance. However, this Pokémon's heart will remain hard, craggy, and rough always.

Magnemite. Magnemite attaches itself to power lines to feed on electricity. If your house has a power outage, check your circuit breakers. You may find a large number of this Pokémon clinging to the breaker box.

Gastly. Gastly is largely composed of gaseous matter. When exposed to a strong wind, the gaseous body quickly dwindles away. Groups of this Pokémon cluster under the eaves of houses to escape the ravages of wind.

Raticate. Raticate's sturdy fangs grow steadily. To keep them ground down, it gnaws on rocks and logs. It may even chew on the walls of houses.

Haunter. Haunter is a dangerous Pokémon. If one beckons you while floating in darkness, you must never approach it. This Pokémon will try to lick you with its tongue and steal your life away.

Primeape. When Primeape becomes furious, its blood circulation is boosted. In turn, its muscles are made even stronger. However, it also becomes much less intelligent at the same time.

Wobbuffet. If two or more Wobbuffet meet, they will turn competitive and try to outdo each other's endurance. However, they may try to see which one can endure the longest without food. Trainers need to beware of this habit.

Persian. Persian has six bold whiskers that give it a look of toughness. The whiskers sense air movements to determine what is in the Pokémon's surrounding vicinity. It becomes docile if grabbed by the whiskers.

Venomoth. Venomoth is nocturnal—it is a Pokémon that only becomes active at night. Its favorite prey are small insects that gather around streetlights, attracted by the light in the darkness.

Magneton. Magneton emits a powerful magnetic force that is fatal to mechanical devices. As a result, large cities sound sirens to warn citizens of large-scale outbreaks of this Pokémon.

Arcanine. Arcanine is known for its high speed. It is said to be capable of running over 6,200 miles in a single day and night. The fire that blazes wildly within this Pokémon's body is its source of power.

Gengar. Sometimes, on a dark night, your shadow thrown by a streetlight will suddenly and startlingly overtake you. It is actually a Gengar running past you, pretending to be your shadow.

Magnezone. Sometimes the magnetism emitted by Magnezone is too strong, making them attract each other so they cannot move.



CHAPTER 18: TEAM ROCKET ACADEMY

TEAM ROCKET ACADEMY DESCRIPTION

The academy is a place where people train to become members of Team Rocket. They develop skills such as stealthy stealing, tracking, and capturing Pokémon as well as devious plan creation. The campus is a large building containing training rooms, showers, bedrooms, a nursery, and a kennel among other things.

QUEST PLOT LINE

There are three potential goals for the trainer(s) to achieve at the Team Rocket Academy. Aside from learning more about Team Rocket's plans, the trainer(s) will also be searching for the:

- Stolen Pokemon from Cerulean for Officer Jenny
- Stolen DNA Splicer Proto-Types for Bill
- Stolen Gym Badges for Kinso

Giovanni is currently away from the Academy, so his office will be locked and a key will be needed to unlock it. A back up key can be found in the Boiler Room. The Stolen Pokemon can be found in Giovanni's Office. The DNA Splicer Proto-Types can be found in the Laboratory. The Stolen Gym Badges can be found in Felicia's Room.

NOTABLE ROCKET MEMBERS

Jessie & James. Usually accompanied by a talking Meowth, Jessie and James have been tasked with stealing Pokemon from trainer's if they choose not to join Team Rocket. Currently, they have recruited a trainee named Felicia from Cinnabar. A DC 18 Charisma (Persuasion) check can convince them to share that Team Rocket has stolen some DNA Splicer's to try and fuse two Pokemon together to create the ultimate Pokemon.

Jayden. Jayden is a sadist with anger problems. He's avoided by other members of Team Rocket for his tendency to have uncontrolled outbursts, and his mistreatment of his Pokemon raises eyebrows even for Team Rocket.

Christopher. Christopher is a student from Sinnoh. Though he works hard, he struggles at the Academy, and has retaken and failed the qualification test many times. Eventually Jessie and James will attempt to cheer him up by purchasing some noodles. This act of kindness inspires him. Should he fail again, he'll decide to return to Sinnoh and start up a noodle stand.

Felicia. Felicia is a trainee from Cinnabar. She grew up with a very controlling, stuck up father. Eventually, she got fed up with him, and fled her home to join Team Rocket. On her way, she was intercepted by Jessie and James who took her under their wing as her mentor.

Boomer. Boomer is a pyromaniac who specializes in using Pokemon with the move Self-Destruct. Typically, he will have as many Voltorb's and Electrode's on him as he can carry or fire Pokemon barring that. He joined Team Rocket after accidentally starting a forest fire, and decided Team Rocket was the best way to flee the law.

Rocket Praetorian's. The Praetorian Guards protect Giovanni. While in uniform, they wear some form of combat gear as well as a gas mask. At the DM's discretion, they may also be carrying firearms or crossbows, if they prefer.

They are some of the most elite Rocket members. They act as a secret police within Team Rocket, weeding out spies and traitors, as well as a special forces unit for Team Rocket's most audacious and dangerous missions. Cold and unflinchingly ruthless, they're some of the most feared criminals in Kanto.

They rarely refer to themselves by their actual name, going by numbers, aliases, or codenames instead. They have a nearly cultish devotion of Giovanni, and seldom even try to think of themselves as individuals, but as extensions of Giovanni's will. They have a blunt contempt for lower-ranking Grunts and Operatives, whom they see as inferior.

Typically, there are only three Praetorians stationed in the Academy: One disguised as the guidance counselor, and two disguised as janitor's. Giovanni consistently has 2-4 Praetorian's around him at all times.

- **Praetorian Activity:** The three permanently stationed Praetorian's are there to weed out possible spies in the organization. If a traitor or a spy is found, the two janitors will wait until nighttime, send a small poisonous Pokemon through the air conditioning units into the subject's quarters. The Pokemon will heavily poison the subject, and the janitors will come by in a few minutes to carry the poisoned victims to the interrogation room.

Giovanni. Giovanni is the crime boss of Team Rocket. He is the mastermind behind each of Team Rocket's devious plans. His driving goal is to steal and own the most powerful Pokemon in the world.

Arlo. Arlo is the chief scientist of the Academy. He is a pompous, self-important elitist who overestimates his intelligence. He looks down on people who use strategies other than intellect to succeed, as well as those who try (in his eyes) to outsmart him. The primary way to get his approval is simple flattery. His most 'successful' students are not necessarily the brightest, but the ones who stroke his ego the best.

Cliff. Cliff is the Physical Training Leader. He is a large, brutish man who bullies students he perceives as physically weak, and encourages other students to do so.

Viper. Viper is the Drill Sergeant. He steps in for Cliff when Cliff is away. He only communicates through yelling. He has no idea or context for what his inside voice would sound like. This is because he is partially deaf in both ears.

Sierra. Sierra is the teacher of the Infiltration Course. She's a self-absorbed femme fatale who tends to treat others dismissively. She'll tend to refer to whoever she's speaking to as 'dear.'

WANDERING POKEMON

The Team Rocket Academy has Pokemon Guards patrolling the hallways. Whenever a trainer(s) enter a hallway have them roll a d20. If they encounter something on the table below have them do a stealth/deception check (see Passive Stealth/Deception below). If failed, they enter into battle with the Pokemon Guard. These Pokemon cannot be caught with any type of Pokeball.

d20	Encounter
1-12	No Encounter
13-15	Zubat, Golbat, or Crobat
16-17	Ekans or Arbok
18-19	Koffing or Weezing
20	Wobbuffet

PASSIVE STEALTH/DECEPTION

When the trainer(s) pass Wendy, a Praetorian, or a Wandering Pokemon they must make a DC 10 Stealth or Deception check (trainer's choice). If a success, they continue to deceive those around them. If a fail, they will be kicked out of the Academy. All future Deception checks will gain a +1 to DC if failed.

ARRIVAL

As the trainer(s) get closer to the Team Rocket Academy read the following:

As you arrive near the entrance of the Academy, you jump behind some trees to put on the Team Rocket outfits that you received from Officer Jenny in Cerulean City.

You hear a female voice shout, "Salute Giovanni!" A handful of Team Rocket Members are outside in two parallel lines and it looks like a man is getting into a sleek black car.

Before the suited man gets into the car he says, "Thank you! It's been a difficult time for Team Rocket, but we have accomplished much. We've grown from a city gang to an international crime syndicate in just 5 years. In many cities, police are too afraid to deal with us, and we now live in a world where it's safe to walk around in a Team Rocket uniform.

"However, there is still much more to be done. The Pokemon Rangers and the International Police still oppose us. There are still other trainers foolish enough to stand in our way. In fact, not long ago, there was an incident at Mt Moon where some trainer defeated our operatives and shut down our activities there."

Suddenly, the crowd begins booing. Giovanni expresses annoyance, but continues. "But, we are working on new projects at Silph CO, in Vermillion City, and several other places that will expand our power tenfold. To my old, trusted members, I say this: Your faithfulness has not been forgotten, and your hard work will bring us into a new golden age. To new members, I say: Welcome! With your youth and vigor you let us reach into the stars above."

You hear thunderous applause. Giovanni steps into his car and it drives away. The Team Rocket Members shuffle back into the Academy.

As the Team Rocket Members shuffle back into the Academy, the trainer(s) should come back out from behind the tree and make their way in as well.

FLOOR 1

1) ENTRANCE LOBBY

This is the entrance to the building. It's protected by 2-4 Team Rocket Operatives wearing white uniforms like Jessie and James. There is a receptionist named Wendy (a level 3 Team Rocket Grunt herself) sitting at a desk behind bulletproof glass who will give information and call security if necessary. Likewise, there are two doors, both behind gates, at either side of the far wall that lead into the rest of the building. Wendy's office contains a desk with a phone, a computer, and a filing cabinet. Most of the information is mundane stuff about attendance, emergency information, and maps of the building.

In order to make it passed the Entrance Lobby, the trainer(s) need to pass the Stealth/Deception Check or be able to talk their way past Wendy as she has the keys to pass the gates into the rest of the building.

DC 10 Stealth/Deception Check. Upon entering the Lobby, Wendy will ask them to show identification. If successful on the check, she will believe that they have simply lost their badges. If failed, it gets a bit harder for them.

DC 10 Persuasion Check. If they ask for a map or a general layout of the building, have them make a Persuasion Check. If successful, they get a labeled map of the building. If they do not have a map of the building they will need to explore (Investigate) each room to learn about it.

2) F1 HALLWAYS

Upon entering the trainer(s) can see that there are stairs leading to **11) F2 Hallway** behind Wendy's office. To the left is a door that leads to the **4) Counselor's Office**. To the right is an open doorway that leads to a smaller hallway. This hallway has door's that lead to the **3) Bathrooms** and to the **5) Boiler Room**. Opposite the way the trainer(s) entered is a door that leads to the **6) Long Hallway**.

3) BATHROOMS

These are a set of typical restrooms, maintained by Team Rocket's janitorial services found in the **5) Boiler Room**. There is a closet here containing additional cleaning supplies.

4) COUNSELOR'S OFFICE

The trainer will be met by a psychiatrist here named **Professor Bark**. He is the official counselor of the Academy. In truth, he is a **Rocket Praetorian** whose job is to psycho-analyze recruits to see how to mold them into ruthless criminals for Team Rocket. He also helps seek out dissenters and spies within Team Rocket to report them to his fellow Praetorian. Bark has an Alakazam that follows him whose psychic powers are used to probe people's minds.

Thieves Tools or DC 20 Sleight of Hand Check. In his desk there is a locked filing cabinet that can be opened if he and his Alakazam are out of the room. Upon opening, it has a list of confidential psycho-analysis documents, along with a list of recommendations. These are primarily suggestions for how to manipulate students or what types of crimes they might be best suited for. They also include instructions to dismiss certain students, and most certainly, instructions to terminate some.

5) BOILER ROOM

The Boiler Room is where the hot water is supplied. It is also where the janitors hang around until they are needed to clean something. Lots of cleaning supplies can be found here as well as a locked key cabinet. There are two janitors here that are secretly **Rocket Praetorians**.

Thieves Tools, DC 13 Sleight of Hand Check, or DC 10 Strength Check. If the trainer attempts to open the locked key cabinet, have them perform this check. If successful they will find a key to Giovanni's Office.

6) LONG HALLWAY

Upon entering this hallway, the trainer(s) will see three doors. The two on the left head into the **7) Stadium**. The one on the right opens into the **8) Cafeteria**. Along the walls are pictures of noteworthy Team Rocket Operatives.

7) STADIUM

This is an arena with a dirt floor. There are black flags bearing the Team Rocket insignia on them hanging around the ceiling. This area is where Team Rocket has sparring matches between its members. It also function as an auditorium. At the far end of the room, there is a door on the right side that leads to the **10) Locker Rooms**. **DC 12 Investigation Check.** If the trainer(s) want to investigate the room they will find boxing gloves and defensive wear. Likewise, they will find a shelf of potions and healing sprays.

8) CAFETERIA

The Cafeteria serves food most of the day to Team Rocket Grunts. There is a wide variety of food served here, though the noodles are the most popular dish served. There are doors to the **9) Kitchen** behind the serving counter. This is an excellent place for the trainer(s) to attempt to socialize with other students or teachers. Teachers will usually encourage students to socialize with each other rather than with them, but they will be willing to converse with the trainer(s) if they insist.

DC 10 Persuasion Check. If the trainer strikes up a conversation with any of trainee's, teachers, or other Team Rocket Members in the Cafeteria, here are a few bits of dialogue that the DM can share.

- "I heard Felicia stole the newly made gym badges from old man Kinso's workshop! That's pretty challenging considering he almost never leaves his shop."
- "Someone the other day, probably one of the operatives, was able to steal Bill's DNA Splicer Prototypes. I assume they took them to the Laboratory(13)."
- "Giovanni is really into powerful Pokemon. I heard someone stole a Diglett and gave it to him as a gift. I want a Diglett."
- "Rumor has it there's a Jigglypuff caged up somewhere in this building. I wouldn't want to be the one who sets it free though since it'll probably put me to sleep with its song."
- "When Giovanni got into his car, I saw him flash what looked like an SS Anne ticket. I wonder if he's going on the maiden voyage of that new steam liner?"

DC 10 Investigation Check. If the trainer(s) investigate the room, they will find food scraps that heal HP.

9) KITCHEN

The kitchen is where food is prepared for the day. There are lots of cooking utensils here, as well as refrigerators and pantries stuffed with food. The trainer(s) can also see cooking appliances like ovens, stoves, and microwaves all being utilized by the kitchen staff. There is a dumbwaiter here, that delivers food straight to **42) Giovanni's Office**.

DC 12 Perception Check. If a successful check is completed on the dumbwaiter, the trainer(s) will know that a small- or tiny-sized Pokemon could fit here.

10) LOCKER ROOM

The locker room is where Team Rocket Members go to prep for a session in the **7) Stadium**. Not much can be found in here except some showers, benches, and cubbies with people's belongings in them.

Investigation Check. Upon investigating the room, the trainer(s) can find the following up to the DM's discretion:

- Map of the Building
- Dusk Ball
- Thief's Tools
- Candy Bar

FLOOR 2

11) F2 HALLWAY

Coming up the stairs on to the 2nd Floor hallway, the trainer(s) will see a door directly in front of them. This door leads to the **14) Infiltration Classroom**. To their left is a stairwell to the 3rd Floor. To their right is a narrow hallway. This narrow hallway has 4 doors. The two doors to the right open into the **12) Garage**. The door to the left opens into the **13) Laboratory**. The door at the end of the hallway opens into the **15) Physical Training Room**. Next to this last door is a long stairwell that leads up to the 4th Floor.

12) GARAGE

The Garage is across the hall from the **13) Laboratory**. It is where Arlo's students experiment with the construction of Mecha. There is a garage door connected to a ramp so that their vehicles may exit the Academy.

***DC 15 Insight Check.** If the trainer(s) wants to open the garage, have them roll an insight check. If successful they will see a button on the wall next to the door they entered from that will open the garage. (This can be a way out if things go south.)

Test a Mecha. Arlo is skeptical of a Mecha that a trainee created. The trainer(s) will be asked to fight it with one of their Pokemon to see if it's actually good.

13) LABORATORY

The Laboratory is here recruits with intellectual prowess are instructed on how to turn their skills to Team Rocket's sinister purposes. There are blue prints of various Team Rocket machines here and other Rocket projects.

DC 10 Perception Check. On a perception check, the trainer(s) can hear the sounds of whimpering Pokemon underneath a blanket that is covering a number of crates. In these crates are a Diglett, a Togepi, and a Chikorita. To break the Pokemon out, the trainer(s) must succeed on an Animal Handling check and a Strength Check (or have Thieve's Tools). Both checks are up to the DM.

DC 10 Investigation or History Check. On an investigation or history check, the trainer(s) will look more closely at the blue prints and plans that Team Rocket has assembled on the tables. They will notice that there are fragments of the DNA Splicer Proto-Type that Bill had mentioned if they chatted with Bill. Otherwise it will simply look like important technology that they would want to keep anyway.

After the trainer(s) make either or both of the above checks, Jessie and James will come into the room asking what they are doing in there. If the trainer(s) did the Perception check, they should then make a Deception check (*See below*). If the trainer(s) made an Investigation or History Check, they should then make a Sleight of Hand Check (*See below*).

DC 12 Deception Check. On a deception check, the trainer(s) successfully deceive Jessie and James saying that they are simply making sure the animals are okay and taking them out to train.

DC 12 Sleight of Hand Check. On a sleight of hand check, the trainer(s) successfully pocket the DNA Splicer Proto-Type fragments without either of them noticing.

ROCKET PRIZE MASTER

Medium Machine (Steel/Electric-Type), Lawful Evil

Armor Class 12 (steel plating)

Hit Points 10

Speed 5ft walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	5 (-3)	10 (+0)	10 (+0)

Saving Throws Dexterity

Skills Acrobatics +2, Stealth +2

Damage Vulnerabilities Fighting, Ground, Fire

Damage Resistances Normal, Flying, Rock, Bug, Steel, Grass, Psychic, Ice, Dragon, Fairy

Damage Immunities Poison, Electric

Condition Immunities Poisoned

Senses Passive Perception 10

Languages Common

Challenge 4 (1100XP)

Actions

Throw Rocket Ball. Once per turn, the Rocket Gachat will toss out a Pokeball. Roll on the table below to see what Pokemon comes out. All attacks at the Gachat will be intercepted by these Pokemon. A max of 3 Rocket Balls can be active at any one time.

d20	Pokemon
1-5	Zubat w/ 5HP
6-10	Ekans w/ 10HP
11-15	Koffing w/ 12HP
16-19	Weepinbell w/ 15HP
20	Lickitung w/ 20HP

Reaction

Absorb Electricity. As a reaction, if an electric-type attack is aimed at the Gachat, it can absorb the energy to gain 5 temporary hit points.

14) INFILTRATION CLASSROOM

This is a classroom where students are taught the art of infiltration. It is led by Sierra. Currently, class is not in session so it simply a room full of chairs. Further inspection shows writing on the board that says, "Today's lesson: Disguises."

15) PHYSICAL TRAINING ROOM

This is a gym where all Team Rocket Members and their Pokemon work out. There are obstacle courses, treadmills, weightlifting equipment, and a small arena. Two Grunts can be seen challenging exercising. If questioned about anything their response will be "What? I'm busy, leave me alone."

FLOOR 3

16) F3 HALLWAYS

The third floor is home to the trainee's quarters. Each dorm holds a single recruit, containing a bed and a small shower. They are small and otherwise spartan.

17) GOZU'S ROOM

On the nightstand in this room is a little note. If read it states, "I'm thinking of putting together an elite squad. Keep in touch. -Matori" Otherwise, this room is pretty bare bones.

18) CHRISTOPHER'S ROOM

Christopher's room has posters of Noddles, Jessie & James, as well as a Shiny Metagross on his wall. If a trainer investigates the room, they will find a pack of ramen. When heated in water, the consumer will regain 2d6 HP.

19) SUPPLY CLOSET

DC 10 Perception Check. If the trainer enters the supply closet have them make a Perception Check. If successfully, they will realize that there is a sleeping Pokemon underneath the blanket that is in the corner of the closet. Once removed, they will find a Jigglypuff. This Jigglypuff cannot be tamed with animal handling; however, if it is freed from the cage through a DC 12 Strength check or Thieve's Tools, it will fight alongside the trainer(s) for the remainder of their stay at the Team Rocket Academy.

20) EMPTY ROOM

This is an empty bedroom. It has no inhabitants. This would be a safe place for the trainer(s) to complete a short or long rest.

21) BATHROOM

Since none of the bedroom's have a toilet. This is one of two toilet options that trainee's have. There is a closet with cleaning supplies. The trainer(s) can find a small cache of status healing items in here.

22) JUBEI'S ROOM

In the corner of the room there is a little sleeping pad that looks as if a Mankey was sleeping in it. If investigated, the trainer(s) will find a Scope Lens.

23) MONDO'S ROOM

This room is filled with boxes. Most of them stamped with the words "Mondo - Supplier Extraordinaire!"

DC 20 Investigation Check. If the trainer(s) investigates the room, they may find a Pokeball with a Ditto inside.

24) BATHROOM

Since none of the bedroom's have a toilet. This is one of two toilet options that trainee's have.

25) KAEDE'S ROOM

This room is filled with unlit candles and there appears to be a painting of Grass Pokemon burning on the ceiling. In her nightstand are a number of anti allergy medications.

DC 12 Insight. If the trainer picks up her journal and reads it, they will find out that she is in fact allergic to Grass-type Pokemon because of their pollen producing abilities. Likewise, her best friend is the gym leader Erika in Celadon City who she frequently visits. It seems as if Erika is completely oblivious to the fact that Kaede is a member of Team Rocket. This appears to be a major internal struggle for Kaede.

26) SUPPLY CLOSET

Upon opening this supply closet, the trainer(s) will see a cache of different types of Pokeballs.

DC 15 Sleight of Hand Check. A successful check will allow the trainer to select up to two Pokeball's of their choice from the following list: *Great Ball, Nest Ball, Dusk Ball, Heal Ball*

27) FELICIA'S ROOM

Adorning the walls of Felicia's Room are a map of Kanto surrounded by dozens of pictures she has taken from Cinnabar Island. These pictures include some of her favorite Pokemon as well as a picture with a mysterious and dangerous looking mansion. She also has picture with Blaine, the gym leader there. On her desk, the trainer can see a small clear bag that looks like it has Kinso's Gym Badges in it.

28) TERESA'S ROOM

Teresa's Room is filled with books. If the trainer(s) choose to read any of the books have them roll on the table below to see what type of information the DM shares with them.

d20	Type of Book	Knowledge Gained
1-4	Evolutions	When a specific Pokemon evolves
5-8	Status Effect	How to cure a specific status
9-12	Hold Items	Effect of one specific hold item
13-16	Pokeballs	Difference between two Pokeballs
17-20	Far off Regions	Starter Pokemon of another region

29) GAME ROOM

This is where trainees hangout in their limited free time. There are couches and tables along with several games along the table. It looks as if some of them had been playing Pokemon TCG. In the Game Room there is a Vending Machine with the following items in it.

Item	Description	Cost
Mighty Candy	Increases STR by +1 for 1 minute	₱1,000
Quick Candy	Increases DEX by +1 for 1 minute	₱1,000
Health Candy	Gives 20 temp HP for 1 minute	₱1,000
Smart Candy	Increases INT by +1 for 1 minute	₱1,000
Tough Candy	Increases AC by +1 for 1 minute	₱1,000
Courage Candy	Increases WIS by +1 for 1 minute	₱1,000
Candy Bar	Restores 5 HP	₱150
Fresh Water	Restore 7 HP	₱200
Soda Pop	Restore 10 HP	₱275

30) LAUNDRY ROOM

This is where recruits do their laundry. There are lots of boxes of detergent next to washing and drying machines. A shy Team Rocket Trainee named Teresa sits in a corner writing in a notebook. The sound of the washing machines and dryers helps her focus on work given to her by Arlo. Arlo dislikes her for asking too many questions, so he gives her extra work to spite her.

FLOOR 4

31) F4 HALLWAY

This floor is where the staff sleep along with Giovanni's Office and Quarters. Coming up the stairs, the trainer's will turn to the main corridor. To their left is the door to **42) Giovanni's Office**. It is locked and requires a DC 14 Sleight of Hand Check, Thief's Tools, or the spare key found in the **5) Boiler Room**. Down the hall are doors to different sleeping quarters for the custodians and general staff.

32) PRAETORIAN'S ROOM

This is a bare bones room with a few beds. This room is reserved for Giovanni's guards when he is visiting the Academy. This room is essentially empty.

33) BOOMER'S ROOM

The trainer(s) can find different explosives, loose matches, and several candles. On the nightstand the trainer(s) can find a book titled "The Pyromaniac's Guide to Next Level Fire Starting". It has a tab to an article titled, "The 10 Best Pokemon for Pyromaniac's".

34) JAYDEN'S ROOM

Jayden's Room is relatively empty except for a few punching bags. If the trainer(s) want their Pokemon to punch the bags for a bit have them roll a d6 and apply that to their next Attack Bonus.

35) CUSTODIAN'S AND STAFF ROOM

This room is filled with a number of beds for the general staff. Nothing seems personalized.

DC 10 Investigation Check. A successful investigation check will reveal a Silk Scarf laying underneath a blanket on one of the beds.

36) PROFESSOR BARK'S ROOM

Professor Bark's room is dark and cool. There is a noticeable temperature difference between this room and the hallway. A book titled, "Hypno's Hypnosis" can be seen on the nightstand next to his bed.

DC 12 Investigation Check. A successful check reveals an Awakening on his desk next to a Lava Lamp.

37) SIERRA'S ROOM

Sierra's room has a small bookshelf with teaching books. Lesson plans lay astray on her desk.

DC 12 Investigation Check. A successful check will reveal a Disguise Kit in her closet.

38) VIPER'S ROOM

This is a relatively uninteresting room. There is purple hair dye on his desk and a closet with a Red Snorlax costume. On his desk was a letter from Jessie that reads "Thanks for confidence! xoxo"

39) VISITING TEAM ROCKET OPERATIVE'S ROOM

The room is currently inhabited by Jessie and James. Their stuff is strewn about their beds, with James' being a bit more messy. Upon a further look the trainer's can see a handful of different makeups and costumes.

40) CLIFF'S ROOM

This room has Machop punching bag in the middle of the room and a small set of weights next to it.

DC 10 Perception Check. The first thing the trainer(s) will notice is the heavy tones of masculinity as if he has an underlying need to appear as masculine as possible. Any encounters with Cliff will gain a +2 on all Intimidation checks.

41) ARLO'S ROOM

Arlo's room is full of gadgets, widgets, and scientific instruments. It is clear that Arlo is a tinkerer.

DC 10 Investigation. On a successful check, the trainer will find one of the following Artisan Tools. Have the trainer(s) roll a d12.

d10	Tools
1-2	Smith's Tools
3-4	Mason's Tools
5-6	Carpenter's Tools
7-8	Tinker's Tools
9-10	Jeweler's Tools
11-12	Poisoner's Kit

42) GIOVANNI'S OFFICE

This is an office that is usually empty of people, and reserved for Giovanni when he's present here. Rocket Praetorian's guard the entrance to this room when Giovanni is visiting. However, whenever he's out the door is simply locked. There is a spare in the **5) Boiler Room**.

Inside the Office, the trainer(s) can see a massive bookshelf line the right side of the room. The back wall has the opening of the dumbwaiter where Giovanni would receive any meals from the kitchen staff. on the far left is a door to the **44) Balcony**. Near the Balcony entrance is the door to **43) Giovanni's Sleeping Quarters**. There is a desk towards the back wall of the room with a semicircle of couches. The floor is covered in a soft red-orange carpet. There is a cat bed next to the desk. Behind the desk there is massive picture of a Pokemon unfamiliar to the trainer (MewTwo).

DC 15 Perception/Investigation Check. On a successful perception or investigation check, the trainer(s) will see a secret doorway behind the bookshelves. This door leads to the **45) Interrogation Room**.

After spending a few minutes in the office, Jessie and James will enter with a handful of Pokeballs. Read the following:

[Jessie] "Imagine when the boss hears we've captured a Pokemon."

[James] "Imagine what the trainer will say when they realize their Pokemon are gone! Haha!"

Noticing that there is someone in the bosses office, they both stop and look at you.

[Jessie] "Hey, what are you doing here?"

[James] "Who did you say you were again?"

DC 18 Persuasion Check. On a **successful** check, Jessie and James will challenge the trainer(s) to a battle, winner gets the Pokeballs. On a **failure** they will attack with a level-appropriate Pokemon that falls under the following Pokemon family lines: *Ekans-line, Koffing-line, Bellsprout-line, Meowth-line, Lickitung-line, or Wobbuffet-line.*

Victory conditions: The trainer(s) get the stolen Pokemon without anyone the wiser. Jessie and James can't let the others find out that they had their haul stolen from them, so they keep quiet.

Loss conditions: The trainer(s) must perform a DC 12 Sleight of Hand Check. If successful they take the stolen Pokeballs out from under Jessie and James. If failure, the trainer(s) must flee and engage in a chase. (See the Dungeon Master's Guide on how to run a chase.)

43) GIOVANNI'S SLEEPING QUARTERS

Entering Giovanni's sleeping quarters, the trainer will see a simple yet elegant room. The room has a king-sized bed with a picture of Mew above it. The closet has 5 different suits, all of them a gaudy orange. A shiny gold watch is sitting on the nightstand next to the bed. A door to the right leads out to the **44) Balcony**.

44) BALCONY

Looking out on the balcony, the trainer(s) can see Pallet Town in the distance. Have the trainer roll a d100, on a successful 100 the trainer's will see a Ho-Oh fly across the skyline far above. A Rainbow Feather falls from the sky and lands at the trainer's feet.

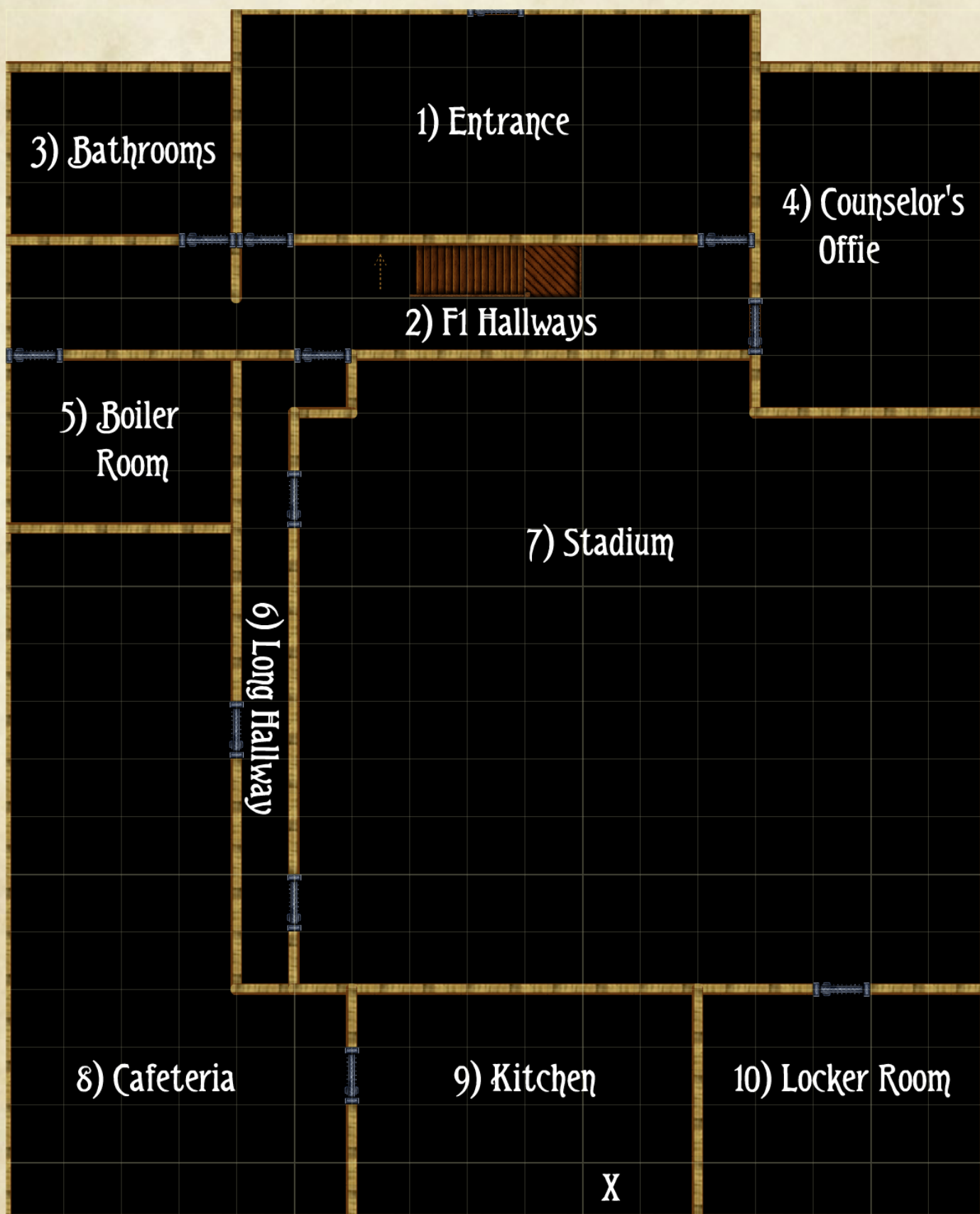
45) INTERROGATION ROOM

The room has a concrete floor and only one light hanging over a chair. There are various tools hanging on a rack on the wall. There is also a basket of washcloths, some medical supplies, a bucket, and a sink.

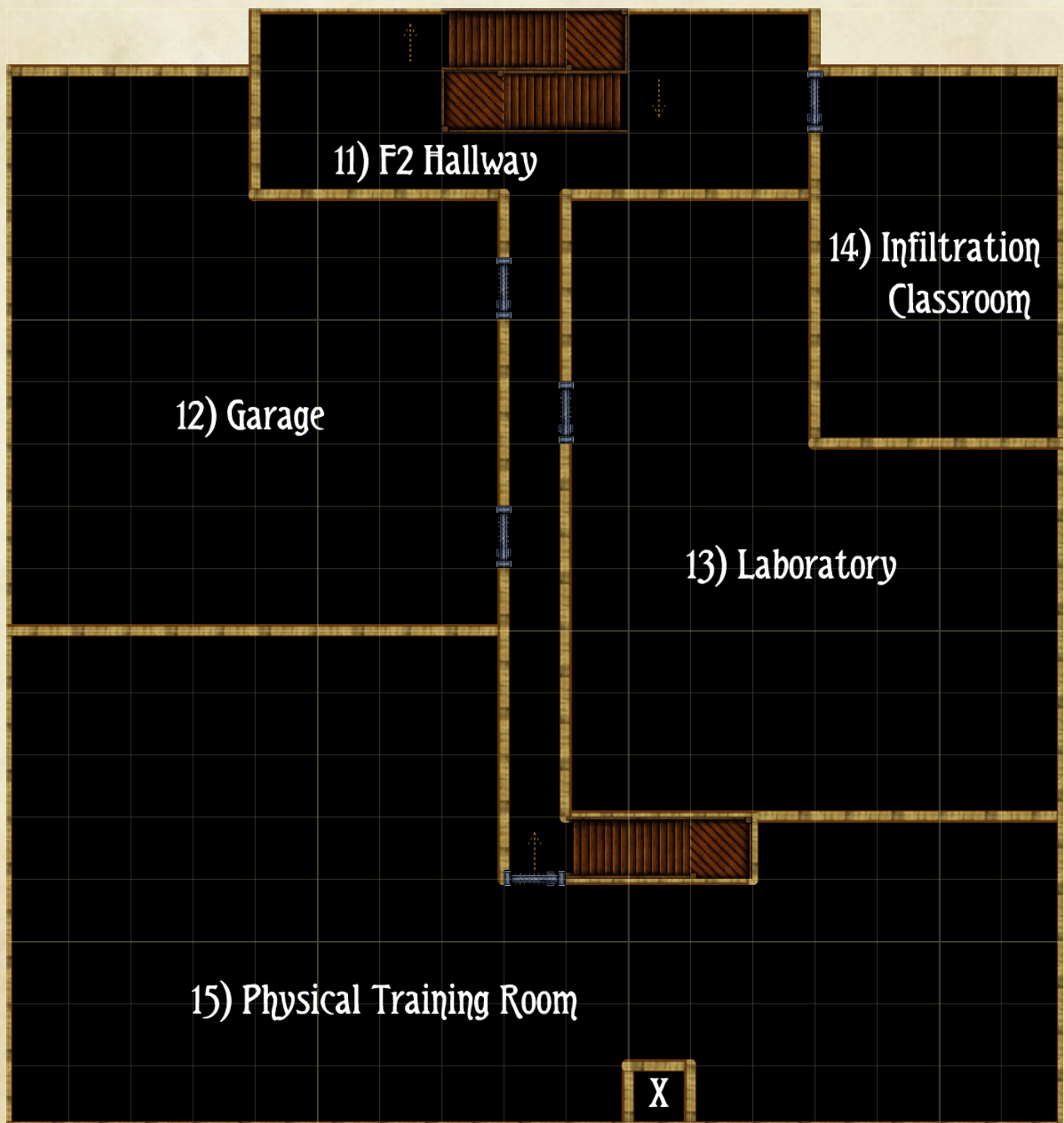
LEAVING THE ACADEMY

Upon finding the Stolen Pokemon Balls, DNA Splicer Proto-Types, and Stolen Gym Badges, the trainer(s) can make their way out of the Academy and head back towards Rifure Village. They can either exit through the **12) Garage** or the **1) Entrance**. They must still make the stealth/deception checks as outlined earlier until they make it out.

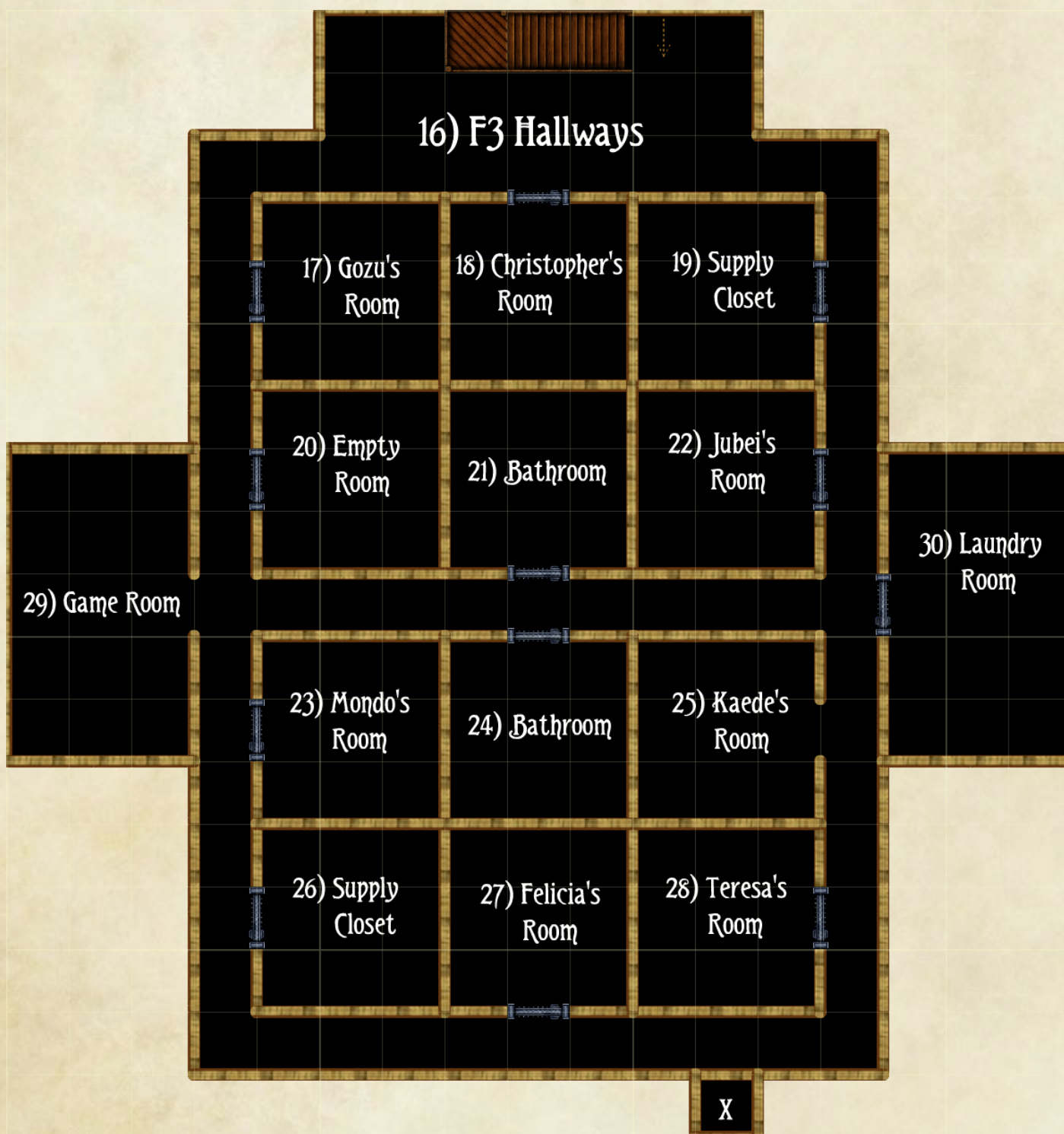
TEAM ROCKET ACADEMY MAP, FLOOR 1



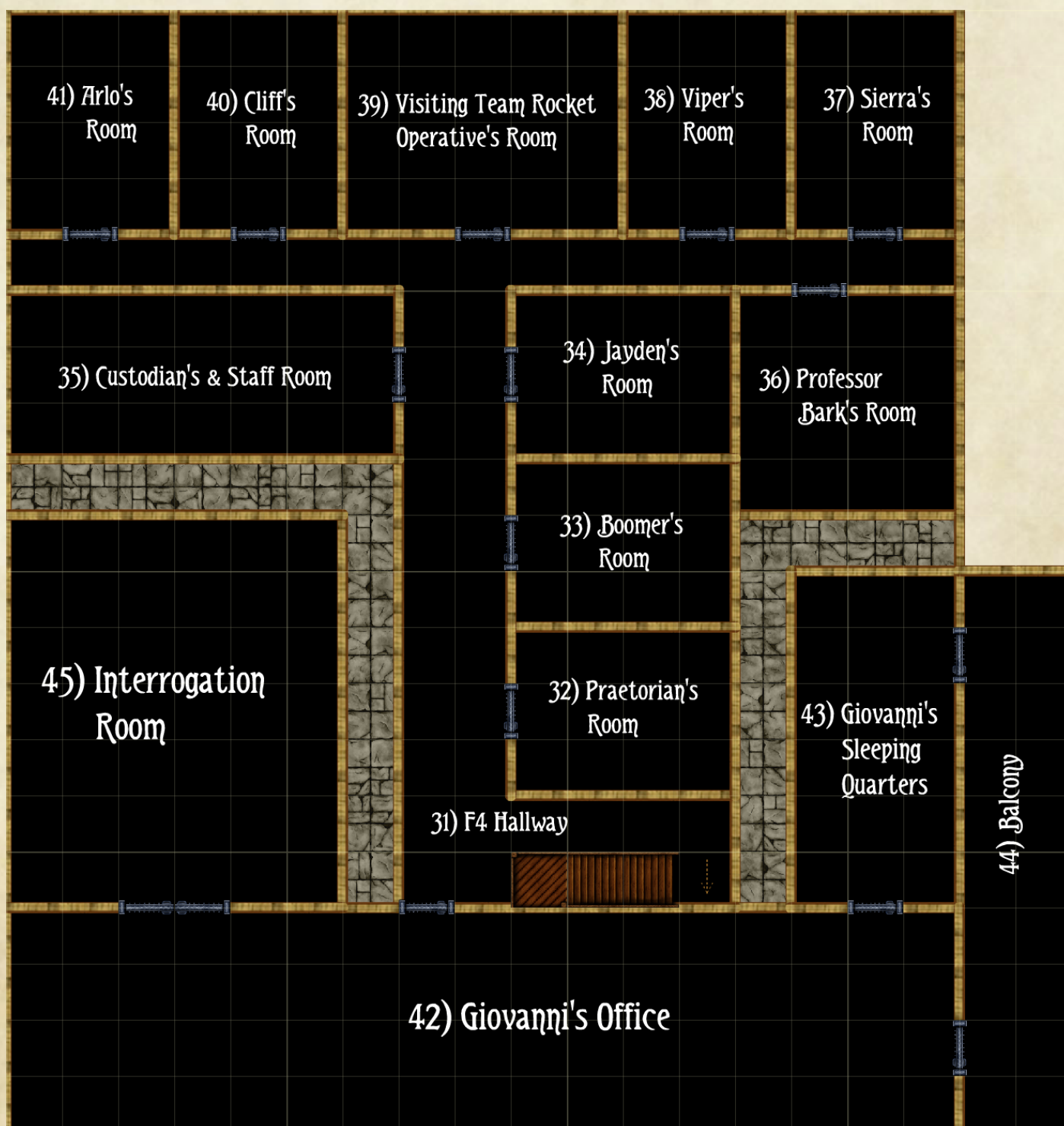
TEAM ROCKET ACADEMY MAP, FLOOR 2



TEAM ROCKET ACADEMY MAP, FLOOR 3



TEAM ROCKET ACADEMY MAP, FLOOR 4



CHAPTER 19: NORTHERN GREAT RIFURE FOREST

FOREST DESCRIPTION

Lying in the shadow of the mountains, the Northern Great Rifure Forest is a large habitat for a variety of Pokémon of all sizes. Being on the edge of the Kanto Region and away from major cities means a lot of this forest is undiscovered meaning all creatures can thrive here. Birds joyfully chirp while bugs and small critters roam freely through the thick undergrowth, creating a pleasant and relaxing atmosphere.

LENGTH OF NORTHERN GREAT RIFURE FOREST:
7.33 SQ MI | 11.8 SQ KM

NUMBER OF ENCOUNTERABLE TRAINERS: 4

Trainer's Likely to be Encountered: Ace Trainer, Clown, Collector, Coolest Kid in School, Dancer, Depot Agent, Dragon Breeder, Gentleman, Gym Leader-in-Training, Hiker, Hunter, Jogger, Juggler, Lady/Rich Boy, Lass, Lone Wolf, Master of None, Mythologist, Park Ranger, Pilot, PokeManiac, Punk, Ranger, Reporter/Cameraman, Scavenger, School Kid, Shiny Hunter, Storyteller, Super Nerd, Triathlete, Youngster, Beach Bum, Beauty, Fisher, Sailor, Surfer, Swimmer, Tuber, Backpacker, Cold Man, Ice Climber, Skier/Snow Boarder

HIDDEN ITEMS

The following items can be found hidden in the Northern Great Rifure Forest: *Nest Ball*, *Mighty Candy*, *Super Potion*, *Ice Heal*

NORTHERN GREAT RIFURE FOREST: WILD ENCOUNTER TABLE

SR 2	SR 8	SR 12+	Pokemon
1-25	1-17	1-10	Swinub
26-50	18-34	11-20	Cubchoo
51-75	35-51	21-30	Delibird
76-100	52-68	31-40	Snoover
-	69-84	41-50	Sneasel
-	85-100	51-60	Piloswine
-	-	61-70	Abomasnow
-	-	71-80	Weavile
-	-	81-90	Beartic
-	-	91-100	Mamoswine

POKEDEX ENTRIES

Swinub. Swinub roots for food by rubbing its snout against the ground. Its favorite food is a mushroom that grows under the cover of dead grass. This Pokémon occasionally roots out hot springs.

Cubchoo. Its nose is always running. It sniffs the snot back up because the mucus provides the raw material for its moves.

Delibird. Delibird carries its food bundled up in its tail. There once was a famous explorer who managed to reach the peak of the world's highest mountain, thanks to one of these Pokémon sharing its food.

Snoover. During cold seasons, it migrates to the mountain's lower reaches. It returns to the snow-covered summit in the spring.

Sneasel. Sneasel scales trees by punching its hooked claws into the bark. This Pokémon seeks out unguarded nests and steals eggs for food while the parents are away.

Piloswine. Piloswine is covered by a thick coat of long hair that enables it to endure the freezing cold. This Pokémon uses its tusks to dig up food that has been buried under ice.

Abomasnow. It blankets wide areas in snow by whipping up blizzards. It is also known as "The Ice Monster."

Weavile. It lives in snowy regions. It carves patterns in trees with its claws as a signal to others.

Beartic. They love the cold seas of the north. They create pathways across the ocean waters by freezing their own breath.

Mamoswine. A frozen Mamoswine was dug from ice dating back 10,000 years. This Pokémon has been around a long, long, long time.

CHAPTER 20: RIFURE SEA

SEA DESCRIPTION

Hidden in the far corner of Kanto is Rifure Sea, a lesser-known habitat for water Pokémon. The water is colder than other areas in the region but the secluded nature of the place means plenty of creatures live in the water or one of the caves hollowed into the mountain side. Researchers from all across Kanto are the most common visitors, using the quieter area as an easier place to study the region's marine creatures.

LENGTH OF RIFURE SEA: 2.2 SQ MI | 3.54 SQ KM

NUMBER OF ENCOUNTERABLE TRAINERS: 3

Trainer's Likely to be Encountered: Ace Trainer, Clown, Collector, Coolest Kid in School, Dancer, Depot Agent, Dragon Breeder, Gentleman, Gym Leader-in-Trainer, Hiker, Hunter, Jogger, Juggler, Lady/Rich Boy, Lass, Lone Wolf, Master of None, Mythologist, Park Ranger, Pilot, PokeManiac, Punk, Ranger, Reporter/Cameraman, Scavenger, School Kid, Shiny Hunter, Storyteller, Super Nerd, Triathlete, Youngster, Cold Man, Fisher, Ice Climber, Sailor

HIDDEN ITEMS

The following items can be found hidden in the Rifure Sea: *Rebreather, Rebreather filter, Tough Candy, Potion*

RIFURE SEA: WILD ENCOUNTER TABLE

SR 2	SR 10	SR 12+	Pokemon
1-25	1-12	1-12	Magikarp
26-42	13-22	13-19	Wingull
43-59	23-32	20-26	Bergmite
60-84	33-44	27-38	Seel
85-100	45-54	39-45	Frillish
-	55-64	46-52	Pelipper
-	65-76	53-64	Starmie
-	77-88	65-76	Dewgong
-	89-100	77-88	Gyarados
-	-	89-94	Jellicent
-	-	95-100	Avalugg

POKEDEX ENTRIES

Magikarp. Magikarp is a pathetic excuse for a Pokémon that is only capable of flopping and splashing. This behavior prompted scientists to undertake research into it.

Wingull. Wingull has the habit of carrying prey and valuables in its beak and hiding them in all sorts of locations. This Pokémon rides the winds and flies as if it were skating across the sky.

Bergmite. It blocks opponents' attacks with the ice that shields its body. It uses cold air to repair any cracks with new ice.

Seel. Seel hunts for prey in the frigid sea underneath sheets of ice. When it needs to breathe, it punches a hole through the ice with the sharply protruding section of its head.

Frillish. They paralyze prey with poison, then drag them down to their lairs, five miles below the surface.

Pelipper. Pelipper is a flying transporter that carries small Pokémon and eggs inside its massive bill. This Pokémon builds its nest on steep cliffs facing the sea.

Starmie. Starmie's center section—the core—glows brightly in seven colors. Because of its luminous nature, this Pokémon has been given the nickname “the gem of the sea.”

Dewgong. Dewgong loves to snooze on bitterly cold ice. The sight of this Pokémon sleeping on a glacier was mistakenly thought to be a mermaid by a mariner long ago.

Gyarados. When Magikarp evolves into Gyarados, its brain cells undergo a structural transformation. It is said that this transformation is to blame for this Pokémon's wildly violent nature.

Jellicent. Its body is mostly seawater. It's said there's a castle of ships Jellicent have sunk on the seafloor.

Avalugg. Its ice-covered body is as hard as steel. Its cumbersome frame crushes anything that stands in its way.